

THE WORLD'S GREATEST CONSOLE MAG!!!

MEAN MACHINES

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THIS MONTH'S SPECIALS:



MEGADRIVE SPIDERMAN:
10 INCREDIBLE PAGES OF TIPS!
AMAZING NEW-LOOK PREVIEWS!
GOAL ON NINTENDO!
NAMEBOY CHOPFLIFTER III!

SEGA



MEGADRIVE



SUPER FAMICOM



NINTENDO



GAMEBOY



GAME GEAR



UN SQUADRON

THE BEST
SUPER
FAMICOM
GAME
YET?



STREETS OF RAGE!



THE GREATEST MEGADRIVE
BEAT 'EM UP EVER!



HE'LL BE BACK



TURRICAN
For Your MEGA DRIVE
SEPTEMBER 1991



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EDITORIAL

6

EEK-o-mundo! Take off your pants and wave them in the air! More hilarity in the form of funny photos and a soopa doopa cartoon strip from the man they call Redlon Automatic.

NEWS

10

A load of new Megadrive titles arrived just in time to be put into the news section! Lucky they did - because we've got naff all stars.

MEAN YOB

24

He's itchin'. He's bltchin'. He's not eittin' in the kitchen. YOB opens more mell and writes more ineults in yet another spiede of tender, gentle letter answering.

Q+A

30

Who, what, where, when, why, how, and other words of that ilk make guest appearances as Jazze uses his multi-faceted swivling diamond-encrusted apciet answering trouse to reply to your extremely hard questions.

TIPS

34

It's the biggest MEAN MACHINES tips section yet! Ten (count 'em) pages packed to the edges with cheats, hints and tips so sexy you'll want to have their children.

THE HOTLINES

56

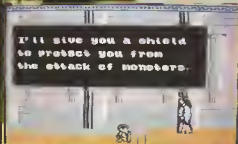
More turnsome phone trolics than Rich with a £20-pound phone card! Prize so amazing they'll blow the hair off your bottom! So pick up the jellybone and dial like the crezed loon you are!



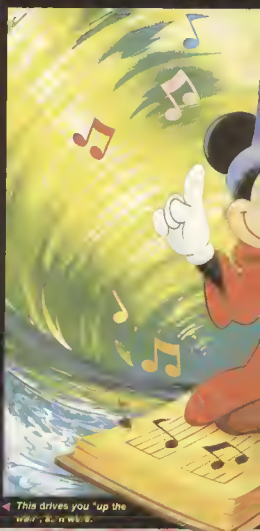
CONTENT

MEAN MACHINES SEPTEMBER ISSUE

▼ Battle of Olympus:



▲ Grizzly injuries afoot in Streets of Rage!



◀ This drives you "up the wazoo" in Wario.

CHARTS

62

Tons of excitement, thrills and spills as we list the top-selling games. Makes sure the strings on your incontinence pants are tied tight when you reach these power-packed pages!

MEGADRIVE

ROAD RASH
FANTASIA
SPIDER-MAN
STAR FLIGHT
STREETS OF RAGE

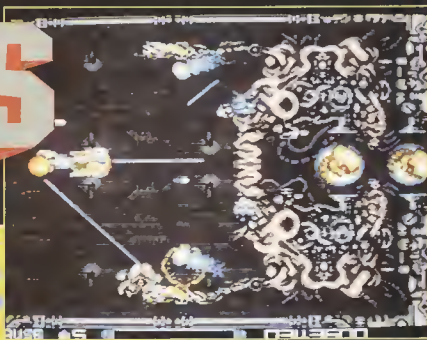
48
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REVIEW NINTENDO

ISOLATED WARRIOR
BATTLE OF OLYMPUS
GOAL

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TS



▲ R-Type fun 'n' frolics on page 92!



Ace of Aces. Is it any good or what? Check out page 86!



▲ The UN Squadron link seen on page 10!



REVIEWED
SUPER FAMICOM
 UN SQUADRON 18
 SUPER R-TYPE 92

GAME BOY
 CHOPLIFTER II 76

MASTER SYSTEM
 ACE OF ACES 86

RATING SYSTEM 14

We know you all understand how the ratings work. But we had an emergency as we went to press and we had the choice of either bringing this crappy old chestnut out of retirement or leaving a blank page - and this seemed the slightly better option.

MEGAMART 99

Buying? Selling? Swapping? The Megamart is where all these activities and more are happening! Can you find an elusive bargain? Can you find some poor sucker to pay £150 for your shagged-out Master System? Take the train to Junk Central and see.

YOB'S GOSSIP 111

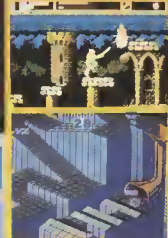
More secrets, rumours, gossip, and just plain nasty remarks as YOB takes the lid off the sewer they call the computer industry and sees what muck floats to the surface.

NEXT MONTH 113

As ever, we haven't got a clue what we're doing next month. So we've written the usual load of old tosh in the hope that you'll have a good laugh and forget that there's no information on this page.

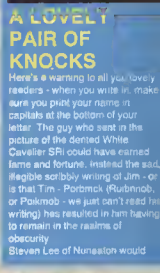
PREVIEWS 106

Check out the new-look previews! We've got tons of new games - Merble Madness, Digger T Rock, California



JAZZA'S FINAL BIT
Hecky much! Here's a final little bit compo, I want you to write next month a Final Bit for me. It can be about anything you like - from Grange's funny laying habit to the state of the British Economy. The only rules are that it must be printable (double-entendres and hostility rule puns welcome but no gratuitous-unprintable rule stuff) and the bit should be no longer than 75 words. Write to: I AM A RABBIT DONUT WITH A HARRY BOTTOM COMP, MAME BACHING, RAJOUR COURT 30-32 PEARLBOON LANE, LONDON, EC1R 3AU. There is a standing prize for the winner.

AN EVERYDAY STORY OF, WELL, OF SOMEONE
WITH AN EXTRAORDINARILY LARGE QUIFF
TO BE HONEST.





have had exactly the same problem (his signature looks like Lievan Les) - but he printed his name underneath his demented scrawl! The picture of his Dad's slightly dinged Corolla has earned him the fame and recognition he deserves.

If you've got pictures of smashed up autos, send them in to VROOM EEEAAWWWW EEEEEEE BONK TINKLE TINKLE, MEAN MACHINES, PRIORY COURT, 300 32 FARRINGDON LANE, LONDON, EC1R 3AU. The only rule is that no hideous injuries or deaths were sustained in the accident. And don't forget to print your name on the back of the picture!

PET TALENT UNLIMITED

Pet antics ahoy! Mark Sanders has let his black and white cat out of the bag, and Greg Hounsom from Brainfree, Essex has sent a picture of Candy, his short sighted Labrador who has to wear specs when she reads MEAN MACHINES and plays on her Megadrive. What a sweetie! Tom and Dick are the two white kittens trying to start their marvellous Slippemobile. Unfortunately, the wheels have



dropped off and it doesn't look like they're going anywhere, no matter how hard they push. Cheers to Chris Newman from Aylburton, Glos for sending in that pic. And finally, Mr Big One of no fixed abode has trained his cat so well, he dumps his load in the right place! The only thing this pussy has to learn now is how to pull the seat up.

JULIAN "COSMO" RIGNALL

Par una strana aeria di cael, negli ultimi dieci anni me e capitato di vadere parecchia migliale di videogiocchi domestici e a gatone. Naturelement ho anche diversi altri interessi ma videogiocare mi piace parecchio, coai ho passato una buona parte del mio tempo davanti al monitor do quei giochi. CURRENT FAVE GAMES: UN SQUADRON, GOEMAN WARRIOR, NEMESIS II



RICHARD "RIMBALZO" LEAOBETTER

Oae Thama iat In Prinzip eine hervorragende Idee, aber die Thamen sind teilweise wirklich unbrauchbar (un se milde auszudrucken). Wie soll denn den Thama "Sex und Telefon"? Oae iat ein Thama, das a) eher ein Randgebiert bei Computerspielen iat und b) se doch pereinliche Anelichtesche iat, ob man sich damit abgibt. CURRENT FAVE GAMES: SPIDER-MAN, STAR CONTROL, UN SQUADRON, STARFLIOHT



OZ "RECTO-VERSO" BROWNE

Recto-Versto atait la rubrique la plus difficile du journal. Pour écrire une page, Moulinax devait travailler des jours entiers. c'est pas. Cae dit, al voue etes nombreux e lui demander, il accepterait probalement d'en teire une de temps en temps. CURRENT FAVE GAMES: JAMES "BUSTER" DOUGLAS BOXING, THUNDERFORCE III, RAIDEN

GARY "MY PUSSY LOVES A GOOD RUB" HARROO

Les pruebas qua hamos con les impresoras, en ninguna no he dado esa tipo de problemas. Os todas tormas an seto de le informatica nunca se puede "trampa al a Harroo" e best friend" deoir nada definitivo. Me gustaria me explicaran a un controlador domestico. CURRENT FAVE GAMES: ASO II, KING OF THE MONSTERS, UN SQUADRON

FIVE MORE MEGA TITLES FROM ELECTRONIC ARTS GUARANTEED TO SCRAMBLE ALL YOUR GREY BITS

Apply for the brain transplant today.

Or take your chance in the queue with all the other players about to gamble their sanity with EA's latest MegaDrive releases.

Starting with "Blockout"TM, the fastest, looniest, most exasperating 3D strategy puzzle game, that would send Einstein crying all the way back to his kindergarten.

Or "Centurion"TM, when it's just you against the known world. Luckily it takes place in Roman times, when most of the world was completely unknown. However you still have to take on the Gauls and Barbarians, not to mention what's supposed to be your own side - on sea, land and the chariot field.

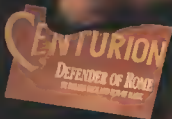
In "The Faery Tale Adventure"TM being one human being against the Evil Necromancer, isn't nearly enough. So you get to be three whole brothers, fighting multiple enemies in real-time combat.

With "Might & Magic - Gates to another world", you're now eight role-playing characters, scheming your way past 96 spells on a 100 "hard-core" missions to save the World of Cron.

Finally in "King's Bounty"TM, you're back to being one person again. But you do have four continents to cross and hundreds of battles to wage against 25 villainous fantasy creatures, before you can claim the Sceptre of Order.

Try them out today and take a fitting for the straight-jacket at the same time.





16 BIT



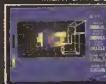
CENTURION



FAERY TALE



MIGHT & MAGIC



BLOCKOUT



KING'S BOUNTY

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MEAN

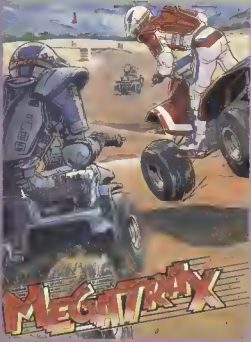


After the fightin' 'n' fumpin' excellence of Streets of Rage, Street Smart brings you down to Earth with a bump. It's a very poor fighting game, with the player taking on a series of bad guys one after the other. The difficulty level is l-o-w and most players should be able to complete the game within a few hours. The graphics are pretty poor and the sound is worse - if you're after beat 'em up action, check out Streets of Rage and steer well clear of this.

Street Smart

STOP PRESS!

Six new Megadrive titles arrived in the office a few hours before we went to press, and we just managed to grab a few pictures to bring you this so-hot-off-the-laser-printer-it's-burning report.



This split-screen two-player conversion of the Nemco 4-Trax quad bike racing coin-op had plenty of promise, but fails to live up to its potential. Again, playability is at fault, with the quad bikes handling very unrealistically. Just to make things worse, the graphics and sound aren't that hot either. What a shame.





VAPOUR TRAIL

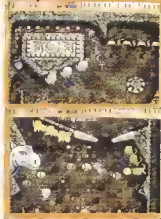
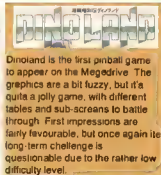
This up-the-screen plaster looks like a Master System product! The sprites are very bland and the backdrops are very poor quality, and when compared with other Megadrive vertical blasters, it looks dreadful. That could be forgiven if the game played well, but it doesn't even do that! It's all completely unoriginal, very predictable, and about as exciting as watching paint dry. If you want enjoyable and addictive shoot-up action, look elsewhere.



We didn't have much of a chance to play this, but it looks completely awful. Once again it's a split-screen racer, this time featuring formula one cars. The graphics are truly dire, and the car handling seems very vague. If you're a racing fan we recommend you give this a thorough playtesting before you buy it.



Sega's most famous racing game has finally hit the Megadrive. It looks a pretty good conversion, but Jez finished it on his first go, and then proceeded to go through it twice again within minutes. The graphics are good and the sound is alright, but the lack of challenge means that only novice racers or Robin Reliant drivers will get any value for money out of it.



SEVEN

WHO'S MIKE DITKA?

Coming soon to the Megadrive from Ballistix is Mike Ditka's Power Football. It's an American football game (if you couldn't guess) and looks very much like a cross between John Madden's Football and Joe Montana's Football. It's packed full of features, menus and options, but our first impressions is that it doesn't match up to the might of John Madden's. If you want more details, we'll be giving the game a full review next issue!



FREE MAG FOR SEGA AND Nintendo PLAYERS!

ACTION STATION

FREE! FROM WOOLWORTHS PLEASE TAKE ONE

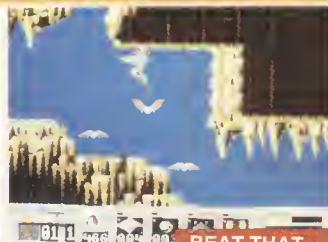
NINTENDO

MEGADRIVE

SEGA

£2 MONEY OFF VOUCHER INSIDE

FROM THE MAKERS OF MEAN MACHINES & COMPUTER VIDEO GAMES

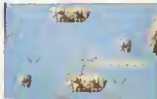


IT'S ALL ACTION STATIONS

If you've been into a Woolworths lately, you might have picked up a copy of ACTION STATION, a completely brilliant free console magazine! Why is it brilliant? Because it was designed and written by us lovely MEAN MACHINES folks, of course! So if you haven't grabbed a copy of this collector's item, you'd better get your skates on, because they won't be around for long!

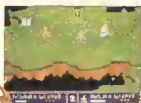
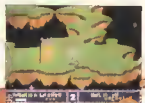
BEAT THAT BOT!

Turrican has finally arrived in the office, just a tad too late to be included in this issue. We've had a quick look at the game and it looks virtually identical to its Amiga parent, with no graphical enhancements whatsoever. How it plays is another thing, and is a subject which we'll be going into in-depth when we review the game next month.



Toe Jam & Earl

two hip aliens in a serious jam



TO, WHAS'UP! TJ AND HIS HONEYBOY BIG RAPPIN' EARL ARE A COUPLE OF COLO BUSSIN ALIENS FROM THE PLANET FUNKOTRON.

WHOA! EARL'S CRASHED THE CRUISER ON THE MOST PUNKED OUT PLANET IN THE UNI* - EARTH! THE OUFUS OUG ARE GONNA* HAVE TO HIP-HOP AROUND THE SCENE TO SCORE RIGHTEOUS RAPNASTER ROCKETSHIP PIECES AND ALL THE NUNCHIES NEEDED FOR THE RIDE HONE.

BUT TO, CLOCK THE TIME! TOE JAN AND EARL MUST GET TO SUPREME FUNK LORD STATUS BEFORE NAKIN' TRACKS. SAT WHAT, OH TEAH* AND ON THE WAY DIS THE FREAKT LOCALS LIKE THE NAO DENTIST, THE CRAZED SHOPPER AND WORST OF ALL THE NERO HERO. TJ AND EARL WILL BE LIVIN' LARGE IF THEY CAN FINO AND PICK UP PRESENTS LIKE ROCKET SKATES AND SLINGSHOTS ON ROUTE

SO CHILL OUT LAZY EARTH OUGES 'CAUSE TOE JAN AND EARL ARE JANNIN!



CHECK OUT THE SOUNDTRACK

CHOOSE FROM SIX FINGER LICKIN' FUNKY GROOVES PLUS THE NINO WARPING 'CRAZY SOUNDS'. YOU CAN EVEN ADD YOUR OWN BEAT BOX EFFECTS BUT ABOVE ALL -

CRANK IT UP!



THIS GAME IS OODLES MORE FUN WHEN PLAYED WITH TWO PLAYERS, SO WHY NOT PARTY WITH THE POSSE AND MAKE THE MOVES WITH TOE JAM AND BIG RAPPIN' EARL.

"Oi mental! You've got to be seriously barking to play this"

Mean Machines

Coming soon on the

SEGA

MEGA DRIVE

TO BE THIS GOOD TAKES AGES TO BE THIS GOOD TAKES SEGA TO BE THIS GOOD TAKES AGES



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WIN! WIN! WIN! WIN! WIN! WIN! WIN!

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with Sonic and others for your delictation and delight*

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*win yourself a wicked pair of trainers
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calls are charged at 34p per min. cheap rate and 45p per min. sil other times*

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PLAY TO WIN, 159 STRATHMORE AVENUE, LUTON, LU1 3OR

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

RATING SYSTEM

Here at MEAN MACHINES we are committed to giving you the most in-depth console reviews. Here's how they work.

GAME DIFFICULTY: Tells you how easy or tough the game is. If you're a novice player, easy games should keep you happy. If you're a veteran joystick-jockey, medium or hard games are recommended.

LIVES: Tells you how many times can you die and still return from the grave.

CONTINUES: Tells you how often you can restart from where you died. Beware: too many continues can allow you to finish the game too quickly, and seriously damage your enjoyment.

SKILL LEVELS: Many games let you fix the difficulty level for yourself, so you can increase the challenge if you get good at it. This tells you how many skill levels there are.

RESPONSIVENESS: Is it humanly possible to avoid that mutant's death-beep, or does the joystick refuse to obey your frantic commands? This section lets you know!

PRESENTATION: This is an important part of any game. Are the instructions clear (and in English)? Do the option screens make sense and look pretty? Is the screen well laid out? Is there plenty of in-game info? This rating tells you it.

GRAPHICS: This includes not only the quality of the sprites and their animation, but the backgrounds as well. Graphics are judged not only on their prettiness, but on how well they are suited to the game.

SOUND: The difference between a booming, catchy intro tune and a few weak beeps that sound like a dying Spectrum is indicated here. Music and effects can make a big difference to a game, so don't ignore this factor.

PLAYABILITY: Some games you just can't stop playing, no matter how late at night it is. This measures the addictiveness of the game, and how much you'll think about it - even when you're not playing it!

LASTABILITY: You don't want to spend your cash on something that will only last a week. Check this box out to judge if you are going to be playing it in a month, or be bored with it within a week.

OVERALL: This is it. This mark takes into account all the above ratings and acts as a guide to the game's overall quality. If a game scores over 50%, it's a Megagame and is well worth buying!

PLAYERS: Simply tells you how many players can play the game - either simultaneously, or one after the other.

GAME TYPE

These nifty icons show you what sort of game it is - here's the full list:



SHOOT 'EM UP



PLATFORM



BEAT 'EM UP



DRIVING



SPORTS



ADVENTURE



SIMULATION



PUZZLE



ARCADE

MARKS

90+: A MEAN MACHINES MEGAGAME! A completely superb game which shouldn't be missed.

80-90: A very, very good game which just misses out on the Megagame award due to minor deficiencies. Definitely try it.

66-79: A pretty good game which should still appeal to fans of the genre.

45-64: An average game - might disappoint some fans.

30-44: Below average. Very few players will get much entertainment.

11-29: A very poor game indeed which will only be played a few times before being shelved.

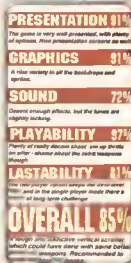
1-10: An utterly ghastly travesty which should be avoided at all costs.

AWARDS

MEGAGAME: When you see this on a review, it means that the game has gained the highest award MEAN MACHINES can bestow. And if the game is for your machine, you better start saving for it now!



CLASSIC: This is given to a golden oldie which MEAN MACHINES decided to review. Although the game has been out for a while, if you haven't got it in your collection, you're missing out.



FORMAT

This icon tells you what type of cartridge the game is on - here's the full list:



SEGA



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Rules won't worry you at all in Road Rash, the wildest action on two wheels. There aren't any.

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EL ■ CTRONIC ▲ RTS™

Distributed by: Virgin Mastertronic, 16 Portland Road London W11 4LA Tel: 071 - 727 8070

The enemy menace have messed one of the biggest armies ever, bristling with tanks and aeroplanes of just about every description! This massive force is the tool of a dictator intent on taking over the world, and by the time this game starts, he's almost done it!

As we speak, enemy forces are massing to take over the last remaining alliance base, Area 88. Only three pilots remain with which to take out the enemy, namely Shin Kazeme, Greg Gates and Mickey Simon. It's their job to take to the scrolling skies as the UN Squadron - the last remaining force upholding truth and justice (with a little help from some rather massive artillery and a choice of death-dealing ships).

But as time passes the enemy move ever nearer, so part of the UN Squadron's job involves protecting the last base from enemy attack. Strategy was never the good guys' forte, because the base is vulnerable from air, sea and land-based attack! So keep an eye out for enemy subs, lorries and stealth bombers!



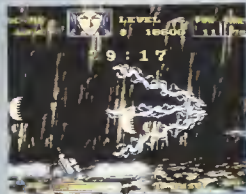
▼ Cer-rikey! The UN Squadron ship looks doomed!

DIVE BOMBING FOR FUN AND PROFIT

Boasting some of the most spectacular scrolling ever seen in a console game, the dive-bombing section is a small bonus sub-level that enables our heroes to gain a little extra cash. At the bottom of a dangerous canyon lies a mobile enemy base. Blast this into oblivion before the time limit expires and loads o' dough is yours for the taking!

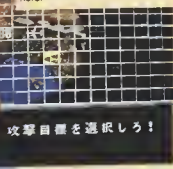


There's loads to shoot at the bottom of the canyon.



SAKI'S STRATEGY SECTION

Missions can be selected at will, provided they're within the boundaries of the illuminated part of the map. The illuminated area only gets larger once all of the enemy forces in the area have been annihilated. At the far right of the map lies the enemy base. Blast this into oblivion and you're a hero!



攻撃目標を選択しろ!



IRON

LEVEL 9 900000
575000 MAX



This massive base causes many problems, all of them being fired at high speed!



▲ This sub jumps out of the sea in an effort to cream the UN Squadron ship!



EXCELLENT! UN SQUADRON SHOP

The defense spending cuts really cause our heroes some aggro in this game. The only way to get some cash to purchase hi-tech weapons is to blast all enemy artillery painted red. This releases a red icon that endows the player with some more cash. The shop is visited at the beginning of every mission. The range of weaponry is vast to list here but includes the likes of massive three-way lasers, Gatling guns, and energy bombardments!



COMMENT

The excitement level generated by Super R-Type was enough to have most people running for a change of underwear, but UN Squadron (or Area 88 as those funky Japs call it) is better still. It's got better graphics (and very artistic they are too), it hardly elows down at all, it's bigger, and it's very tough to master! The game's difficulty level is pitched at just the right level.

RICH

Things start off pretty ample but by the time you reach level four, the sheer amount of enemy hardware out to blast you really makes things difficult. UN Squadron simply oozes polish, from the excellent intro to the massive explosion of the last end-of-level boss. If it comes to a toe-up between this and R-Type, UN Squadron comes out tops every time. But if you're a really flush (or indeed, flash) geezer, get 'em both for the best console blasts available in the omniverse!



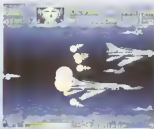
REVIEW



▲ This stealth bomber has many deadly weapons up its capacious sleeves.

AEROPLANE ANTICS

Using some of the cash gleaned from each level, it's possible to completely new aeroplanes! Each new plane is more manoeuvrable than its predecessor and can carry more special weapons at once. Also worth noting is that each ship can use more power-ups, thus increasing your destructive potential!



▲ On the night sky level, massive enemy carriers arrive to offload some nasty missiles in your general direction. Keep those eyes peeled!

F8E CRUSADER
POWER LEVEL: 5

The bog standard ship. Not that nippy and it's crippled by a low power-up capability.

A10A THUNDERBOLT
POWER LEVEL: 3+3

Capable of higher speeds and carrying an even more lethal range of weapons than the POWER 5 ships, the A10A is very powerful indeed and carries downward-firing missiles on board as standard.

F20 TIGER SHARK
POWER LEVEL: 5

The F20 has the same power-up level as the Crusader, but has greater speed and uses different special weapons.

YF23 STEALTH RAY
POWER LEVEL: 6

Another POWER 6 ship, the Stealth Ray has slightly inferior firepower than the A10A Thunderbolt, but its stealth abilities enable it to completely fox any kind of homing missile.

AREA 88:
THE HEROES

There are three heroes selectable at the beginning of the game. Shin Kazame is the token female of the squadron. Though her power-up abilities are limited, she's the fastest flyer. Greg Gates prefers a more powerful ship at the expense of speed. Mickey Simon is the last member of the squad. Both his power-up capabilities and speed are average.

プレイヤーを選択して下さい



戦闘機の
レベルUP
の早さは
他が及ば
ない!

特殊武器
の追加装
備は、他
が一歩
多いぜ!

体力面
で、他の
右に出
る奴は
いない!

F14D TOMCAT
POWER LEVEL: 5

More special weapons can be crammed onto F14D than any of the other POWER 5 ships. It's also a bit faster too.

F-200 EFREET
POWER LEVEL: 7

Another ship with stealth abilities, the F-200 is capable of carrying every single special weapon available to the UN Squadron! It's the nippiest ship there is, and is the only POWER 7 ship in the whole game!



UN SQUADRON: THE COIN-OP

The basic gameplay of this Capcom arcade conversion is much the same as the coin-op. However, the strategy screen was not evident in the arcade machine and each character only had one ship to fly during the game. Some of the level geography has also been altered in this Famicom game. Arcadesters will know that the follow-up to UN Squadron, Carrier Airwing, is also out and about in the arcades. This features the same basic gameplay but had far superior graphics.



▲ The MegaCrush weapon is used to terrifying effect.



COMMENT



JULIAN

I thought that Super R-Type was good - but this is even better! Featuring knockout graphics, stunning sound, superlative gameplay and a tough, tough challenge, UN Squadron (or Aree 88 as it's known in Japan) is one of the best blasters available on any system. It's not a true arcade conversion; instead it incorporates levels from the coin-op and adds a whole load of new features, making this a much bigger and more varied game. The graphics really are stupendous, with beautifully drawn backdrops and perfectly detailed sprites - check out the screenshots and see what I mean. What you can't see, though, is how it plays. But take it from me, this is a fast and hard game. The action is frantic, and much dodging and weaving is required to battle through the levels. The difficulty level is nicely balanced, and the action completely addictive, keeping you playing and waiting until your trigger finger aches. I've already said that Super R-Type is a must for your Super Famicom. This is even more of a must!

ア 88

© BAPPRO 1989/1991
© CAPCOM 1989/1991

BY: CAPCOM

PRICE: £45.00

RELEASE DATE: NOW

GAME DIFFICULTY: MEDIUM

LIVES: 3

CONTINUES: 3

SKILL LEVELS: 3

RESPONSIVENESS: FAST



PRESENTATION 90%

Some Japanese text, but it's not important. Other than that, very well presented from beginning to end.

GRAPHICS 94%

Some of the most superb backdrops on any video game, and brilliant sprites to boot.

SOUND 90%

Mega explosive effects and decent tunes spruce up the atmosphere.

PLAYABILITY 94%

The shoot 'em up action is addictive from the word go.

LASTABILITY 91%

Even completing the game on easy level takes some doing!

OVERALL 94%

The best shoot 'em up on the Super Famicom. Even better than the coin-op original!

STORMLORD

ALL NEW!
4 ADDITIONAL
LEVELS



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WORD

TM

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Beautiful, Entombed Princesses.

CHILL TO...
Psychotic, Death-Dealing Sorcerers.

SPILL TO...
Deranged, Draconian Firedogs.

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FROM...**
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Hoppoblins.



"Spent hours searching for magical treasures . . . even longer trying to use them."
—Trey Green, Game Reviewer

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16 Bit Graphics**

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SEGA
MEGA DRIVE**

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Children Under 14.



"Battled awesome monsters!"—Aaron Van Slavern, Game Tester

"If you liked 'Ghouls,' 'Stormlord' will blow you away!"
—Barrett Ryals, Game Tester



Lavatory pans! Here comes YOB again, letter opener in hand, ready to delve into his sack and come up with the very best mail sent in this month. If you have some fab pictures, funny photos, humorous stories, wild insults, spiffing jokes, attractive sisters or

whatever, send them into: YOB'S MARROW DOWN THE TROUSERS MAILBAG, MEAN MACHINES, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. Don't forget there's a prize for the best letter of the month.

GARETH A GWN MAWR

Dear YOB,
I've got your brand new laser-guided infra-red pump action rifle and if you do not send me Paperboy for the Master System, I will bust up your gun into one thousand pieces and bung it in a skip, okay?

Gareth Clark, South Wales
YOB: Go ahead. Make my day. It's insured, and I'll be able to put the cash towards a new Phaaad 40-watt Plasma rifle.

ON A ROLL

Dear YOB,
I haven't seen any of my letters printed yet. Are you using them as toilet paper? Any way, musn't

grumble. All I want to say is that your mag is brill and keep up the good work.

Ryan O'Hare, Stirlingshire

YOB: Why did you change your letter paper? The stuff you were using before was strong and absorbent and my finger didn't go through when I was wiping hard.

RECYCLED MEAN MACHINES

Dearest YOBsaki,
Mega disaster. My stupid brother let his stupid mate borrow my collection of MEAN MACHINES mags. When I asked for them back, he went red and said his dog had chewed them up. Whenever

MEAN YOB!



the fleabag crops, it recycles my maga.

Question: Should I collect the bits or will you send me a prize as consolation?

Matt Wragg, Workshop

YOB: Oh dear. Not another shaggy dog story.

DEATH DEFYING LIAR

Dear YOB,

Today I went to my local newsagent to buy a copy of MEAN MACHINES but the usual five minute walk was a hazardous one.

I stepped out of the front door and immediately felt down the three steps which lead up to the door. I landed awkwardly on face - breaking my nose. Since I had to get to the shop fast before the magazine sold out, I got up to continue my walk.

I must have walked a full five yards before I needed to cross a one-way road which about three cars use in a day. I crossed without looking and guess what happened? I was knocked down by an OAP driving a Reliant Robin. The collision had broken my left arm in two places, fractured my skull and given me a sprained ankle, but I knew how important it

was to get to the shop quickly, so I continued to walk, or hobble.

Upon rounding the corner I was approached by an unsavoury gang of hooligans who took great pleasure in hacking off my right arm with Stanley knives - what a fun day!

By this time I thought that nothing else could go wrong, but how wrong I was! I had finally reached the shop's door (which I managed to open with my knee). As I tiptoed towards the magazine shelves I tripped over a crate of milk (smashing every bottle) which sent me flying at a high velocity in the direction of the cooked meats display. My head went through the glass (which the shop owner made me pay for) severing my nose, right ear and gouging out my left eye.

I lurched out the words "Can I have a MEAN MACHINES please?". I was given a copy and was helped out of the shop by a Pit Bull dog (which is an experience I don't recollect). After the dog had eaten what I wanted, it urinated on me and ran away.

Then an elderly gentleman shovelled me off the pavement and carried me (and all my bits) home. He rang the doorbell and my brother answered the door and said "Oh, it's you!" and asked the man to "dump" me in the hallway.

◀ This brilliant courtesy of Lee Sullivan from Halifax.

THE TRUTH INTO THE DISAPPEARANCE

IN THE MEAN MACHINE'S MYTH...



of



Still, as I always say, always look on the bright side. I still had my copy of MEAN MACHINES (only problem is, I couldn't turn the pages!).

P Tweedle (in pain)

YOB: You poor, sad crap. At least next time you'll be able to call for a Sunshine bus.

DELUDED MAN OF THE MONTH

Dear big ass YOB,

You are talking out of your ass. The Amiga is 5000 times better than the stupid Super Famicom, you dozy ass. When this boy called Glen Paul in Scotland said it isn't the graphics but the playability you said it was completely and utterly true. You've said that 7348 times. You're talking out of your butt. But when Key King of the Whizzkidds wrote, you said that the graphics on the Famicom had 28,000 more colours than the Amiga, so obviously you were saying that graphics were more important.

A person who knows more about computers than you, Somewhereville

YOB: You're the hot contender for the El Rastardo Supremo 1991 Award, and no mistake! For the 7349th time, playability IS at important, you dozy monkey-ass cratn. As an Amiga owner, you obviously don't know about things like that. The

▲ The REAL reason behind Matt's departure by Ed Cornwall of Colchester.

fact that the Super Famicom also has 28,000 colours more than the Amiga to an additional bonus. The Super Famicom also has better sound too - another additional bonus. Face up to the facts baboon-boy: as a games machine, your Amiga is nowhere near so good as a Super Famicom.

DEKE'S VOICE OF REASON

Dear MEAN, Interesting fashion statement there m'an. The hair, the jacket, the boots, the kecka, the chin... A tesser man might have looked a right dickhead in that little lot.

To business, You seem to get an awful lot of letters along the lines of 'What's best? The Verblitcher or the Kray 9000?' or 'My mate's a complete twat. He reckons his Oric is better than my Unix 2 step. Please put him straight'.

Leaving aside the fact that if there was a best machine, then none of them could afford it, have they given a thought at all as to what they went from life, the universe and their games machines? Surely it's not the pixels on the palette that matter or





we'd all be buying Archimedes, it's what you do with what you've got (or so my brother tells me)..

To be precise it's the software that matters. If all you want to play is Space Invaders then all you need is an Atari 2600, because that is still the definitive version. I still play Intellivision games 'cos that machine still happens to have a lot of games that appeal to me. Likewise, because I'm a space shoot 'em up fan I've bought a Megadrive. I know the SNES is a superior machine, but from my own personal point of view it doesn't have superior software. What's the point of having the best machines if someone else has the best games?

That's it. Sorry this wasn't a silly letter. Next time I'll try and be a bit more pointless and insulting. *Deke Roberts, Oxford*
YOB: Don't be sorry at all. It's nice to get well-written, well-argued letters. I only inauthentic morons who don't argue their cases properly or just say inane things. I agree with your

sentiments completely, although I can't let it go unsaid that I think that the likes of Mario IV, Goemon Warrior and UN Squadron are unmatched on the Megadrive. By then that's MY personal point of view. Oh, and I play still play Coleco games...

RAG AND BONE MAN

Dear MEAN YOB,
I was wondering what you do with your games after you have reviewed them. If you have nothing to do with them, I would buy them off you for between £15.00 to £20.00 (depending if they're any good or not). So just send me a list of games and how much they cost and I'll decide which ones I want. *Paul Heath, Bristol*
YOB: Once we've finished reviewing games, we put them all in the incinerator on the ground floor of the MEAN MACHINES office. I know it's a

waste, but what also are we supposed to do with them?

USE YOUR BRAIN

Dear MEAN YOB,
I am a very puzzled boy. This Christmas (or sooner), I am about to buy a mountain bike. But recently I came across the Super Famicom. I am confused. Should I get the bike or the Famicom? I own a Master System and my games include Mickey Mouse, Ghouls 'n' Ghosts and Kung Fu Kid. I don't have many games because I want something with a lot more whoosh! My friends tease me because I want a Nintendo, which they say is crap, so I want your advice. Famicom or bike? *Trevor (funky guy) Armistead, Stratford, Manchester*
YOB: Well, you can't ride a Super Famicom to school, and games cartridges don't fit in a bike. Decide whether you want to ride around or play games and come to your own conclusion, you plonker.

▼ Apparently the orange guy is the artist - Mark Mangel from London!

A QUART OF TROUBLE

Dear MEAN YOB,
Me and my friend Andrew have got a Nintendo, but two others of my friends have a Sega. They are called Mark and Chris. One of them said that the Sega has better graphics, better and more games, better control pad and Sonic the Hedgehog is better than Mario (fancy that from the friend I always play with!). There is another friend of mine and his name is Danny. The only reason he comes over is to play on my Nintendo. What cheek! I can't stop him because if I say no, he will break friends with me! He's a sod! He always makes up names that are completely made up! The names are crap like Sto, Vosus, Linoz, Spudo and Modien. *Steve Chan, Manchester*
YOB: I think all four of you should get together and have a mao debate.

DON'T STEP ON MY GREEN SUEDE FACE

Dear MEAN YOB,
Hi YOB, you extensive wheel



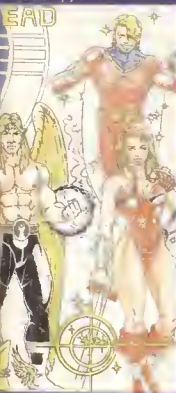
clump, how's it doing, my cup of char left on the mantelpiece. I'd just like to say that the Commodore Vic 20 is better than the Super Famicom. The Vic is technically superior to every console available.

And I will come down with my toenail clippers to relieve Jaz the spaz's extensive hair of him. Well YOB, you dew collected on the Skode registration plate, you thumb print on the Maltese satellite dish, it's goodbye from the toenail clipping of the rice pudding bowl. *Elvis Presley, 10 Downing Street, London*

YOB: Look, wa all know you're the Prime Minister, so atop using a pseudonym.

DIY JOYSTICK ACTION

Dear YOB,
Being a keen MEAN MACHINES reader, I thought you might be interested in my NES arcade game which I constructed in my bedroom of all places, it took me three weeks or near enough and a hell of a lot of patience. The hardest part was converting Spectrum joysticks to work with my NES because apparently you can't get an actual joystick that is Nintendo



This amazing Gameboy artwork comes from someone who forgot to put their name on the back!

compatible.

My NES sits in the bottom of the machine along with the cartridges, as you can see by the photos I have enclosed. It can also be used as a television and plays just like the real thing. *David Johnson, Edgbaston, Birmingham*
YOB: Wow.

HAIR RAISIN'

Dear YOBBO,
If you have the timesthread of decency in your soul you will print this letter. If you don't print it, I will warn you now that in my spare time I am a witch doctor and I have a voodoo doll of you and if I don't

see the letter in MEAN MACHINES soon I will stick ten six-inch nails up the doll's ass and you will feel the pain of every one.

Also, I would like to mention that the hairdo of Richard Leadbatter reminds me of Tin-Tin's hairdo (Tin-Tin being the guy out of the comic books, in case you didn't know) because both Richard's (or can I call you Dick? (No - Rich)) and Tin-Tin's hair is flipped up at the front.

How come every time I see a photo of Jaz he looks different. In one he's skinny, but in the next he is a fat git. I don't get it.

Kevin Docherty, Stirling, Scotland
YOB: Richard is Tin-Tin's stand-in. He nearly got Tin-Tin's

job, but failed the final interview because he couldn't speak in a horrible poofy accent. We're trying to sort out some new pictures of Jazza, and everyone else for that matter. We've got loads of pics which were taken over the last 18 months - so one month we might have a pic that's two months old, the next might be a year old! That's why people look different from month to month. An added bonus is that when we finally get some new Jazza pics, you'll be able to see his new Granny-intimidating spiky on top, shaved at sides, very long at back look...



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O+A



Aaaaiieeee! Get your sunglasses on 'cos here comes Jazza in his very brightest pair of special answering trousers. Yes, you've guessed it! It's O+A time, when all your questions get answered by Jazza, the man with the world's greatest console knowledge. If you've got any questions on any subject and you need them answering quick (and we're sure you have), send them in to SIARAD I FI JAZZA, O+A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.

HERE'S A

Dear Jaz,
Please could you answer my following questions.

1. When will the CD-ROM for the Megadrive be officially released?
2. Will there be a Japanese one, a Genesis one and an English one. If so, would you need to buy an English one if you had an English Megadrive?
3. Is Fantasia graphically any

good? The screenshots I've seen it looks pretty poor.

4. When will Fantasia, Toe Jam and Earl and Quackshot be out? Cheers then.

Paul Fowler, Staines, Middlesex
JAZ: 1. Autumn next year is the current date. 2. As far as we can tell, there won't be any kind of compatibility problems. If we find out anything to the contrary, we'll let you know. 3. Fantasia is graphically good, but the playability is still being severely tweaked. Wait until you've seen the MEAN MACHINES review next month before you buy. 5. All later on this year.

COMPLETELY FAB

Dear Jaz,
I trust you know a lot about the SNES because I am going to send you a few SNES-related questions.

1. When, roughly, will the SNES be released in the UK (to the nearest month).
2. What percentage would you give these SNES games: Caveman Nino, Super Ghouls 'n' Ghosts, Super R-Type?
3. How did you get such a high score on Super Mario World in issue 116 of CVG?

4. Is Super Mario World harder or longer-lasting than the games in question five?

5. Why are Megadrive platform games so easy? So far I've completed Sonic, Mickey Mouse, Super Shinobi, Ghouls 'n' Ghosts, Strider and ESWAT.
Jonathon Arnold, Ringwood, Hants
JAZ: 1. September 1992. Wait until we review them, then you'll be able to find out. 3. Skill, pure skill. And genius. 4. Yes. 5. Because Sega Japan seem to think that European gamers want easy games. We're currently trying to persuade them that they're completely wrong, and that they should make their games a lot harder.

HEADLINE JOKE

Dear Jaz,
I would be grateful if you could answer these questions.

1. Is Turbo Outrun any good for the Megadrive? When can we expect a preview or review of it?
2. Any chance we will see any big name Sega coin-ops converted to the Super Famicom?

3. How long before you review Super Ghouls 'n' Ghosts on the Famicom. I can't wait to see it.
Gareth Hector, Paisley, Scotland
JAZ: 1. It's pretty good - expect reviews at Christmas. 2. What do you think? 3. Unless there's a delay, expect a review next month.

SPECIAL, COURTESY

Yo Jaz!
What's your fave game at the moment on the NES? What do you think of Duck Tales? Are you going to review Silver Surfer and Robin Hood: Prince of Thieves?

Your number one screaming fan,
David Chesters, Grewe
JAZ: Nemesis II is my fave Nintendo game at the moment - it's a completely brilliant blaster, but won't be out until later on next year! Duck Tale is a laugh, it's got great graphics and sound, but it's a bit too easy for my liking. We'll review the two games you mentioned if and when they're officially released.

OF JAZZA'S SPECIAL

Dear Jaz,
I've got some questions about the Super Famicom. Please answer them.

1. Is it true that the PAL Imported Super Famicom has crap quality graphics and sound?
 2. Is the SCART Super Famicom any good in the graphics and sound department?
 3. If the sound from my C64 (who laughed??) is distorted on my TV, will the Super Famicom's sound be distorted as well?
 4. What sort of Super Famicom end monitor do MEAN MACHINES use?
 5. Is Advance Console Entertainment's 'Advance Colour Enhancement' mode any good?
- Please reply before I go start raving mad!

LAUGHING TROUSERS.

Dear Jazza,
1. I am going to buy a Megadrive game. Which one do you think I should get? EA Ice Hockey or Sonic the Hedgehog? Why?

2. Which one is better, the Lynx or the Game Gear and why?

3. Are Mickey Mouse and



HOW DO

Dear Jez,
I am the proud owner of a Nintendo and I am shopping for a handheld games system. To help me choose between either a dazzling Gameboy or some more games for my NES, please answer these questions.

1. When the arcade Turles comes out on the NES, will it be any good?
 2. Can the Gameboy run US, UK and Japanese cartridges?
 3. How long do the Gameboy's batteries last?
 4. Is it worth getting a Gameboy?
 5. Can you make this star letter, because I need the cash!
- Ben Rosoff, Betley*
JAZ: 1. Yes. 2. Yes. 3. Ages and ages. 4. Yes. 5. Get lost before I kick your monkey ass.

YOU TURN

Dear Jazze,
I have a few questions for you to answer. Do you know if any of these games will be released on the Megadrive

1. The Secret of Monkey Island.
2. WWF Superstars
3. Splatterhouse.
4. The Simpsons.
5. Operation Wolf.
6. Growl
7. Lords of Chaos
8. Kick Off 2
9. Finel Fight
10. Dead Angle.

Chris Sadcar, Chesterfield
JAZ: Oooo. You awkward bar steward. No, maybe, no, no, no, no end no, followed by two another possibilities and rounded off with another resounding no.

A DUCK

Dear Jaz,
Since you're a "god-like genius" I thought you wouldn't mind answering my questions

1. Which Gameboy games do you know of that use the four-player adaptor?
2. How likely are Gameboy Mario 2, Speedball/Klonoa, Rainbow Islands, Bad Dudes, Turles If coin-op conversion?
3. Good though Chassmanster, why did you give it a rating better than Contra, Hunt for Red October, and Marlowland (even

though you've said this is the best game on the Gameboy?)

4. Why can't you have a Q+A star letter?
- Martin Kimber, Keele*
JAZ: 1. There's only one at the moment, and that's the race game you get free with the adaptor. There are plenty of new ones in the pipeline - we'll be bringing you news about them in the coming months. 2. Sequels to Mario and Turles are very likely - watch this space. The other two are virtual no-nos. 3. Because it's better than all of them - even Mario. 4. I answer your questions - what more do you ruddy want, you ungrateful git.

INTO A

Dear Jez,
I am writing to ask you a few questions about a game I am thinking of buying for my Gameboy.

1. Which is the best game out of Megaman, RoboCop, The Simpsons and Gremlins 2? And why?
 2. Are there any good beat 'em ups for the Gameboy apart from Double Dragon?
 3. I have tried to find Mario 2 on the Gameboy. Does it exist?
- Richard Kucuma, Sudbury, Suffolk*
JAZ: 1. I think the Simpsons is the best because I like it more than the other three. 2. Wait for Double Dragon 2 to appear and your question will be answered. 3. No, not yet.

SOUL SINGER?

Dear Jaz,
I will be getting a Megadrive soon but I am unsure of which version to buy.

1. Are the imported Megadrives which sell for around £100 any good, as I have heard that they aren't as good quality as the official ones (poor picture quality etc)?
 2. Do they really run Japanese, American and UK carts and convert 95% of Japanese text?
 3. As the guarantee offered by importers lasts only a year is buying one safe? What are the chances of a breakdown after 12 months?
- W Wild, North Water*
JAZ: 1. Imported Megadrives are generally just as good as the official ones - check 'em out

before you buy. 2. Some do - check with your importer. 3. The same as an official machine - which also has a 12-month guarantee.

STICK IT

Bonjour Jazze,
I've mailed you some questions of which I am sure many people will be interested in knowing the answers to

1. Will Pro Soccer be released on the Megadrive?
2. Will the arcade Ninja Turtles appear on the Megadrive?
3. Will you be covering the CD Megadrive when it's released?
4. And while I remember, what's your favourite game EVER?

Whilst I am writing this letter, I am sat watching Little and Large, and to be quite honest, Sid Little isn't particularly amusing. *James Ward, Ravenshead, Nottingham*
JAZ: No, maybe and yes. Stargate (the sequel to Defender) is my current all-time favourite ever game ever in the whole world ever. By the way, I think that Little and Large are about as funny as having your hemorrhoids removed with a rusty chisel.

IN A

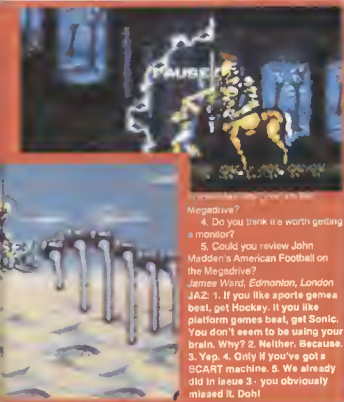
Dear Jazoo,
In last month's issue (page 85) is an advertisement selling a machine called the GB300SE. So I rang up and asked what it was and I was told it was Nintendo compatible and took American cartridges. Please explain.

Daniel, Dytton, Leeds
JAZ: It's one of many Nintendo clones produced in the Far East which run Nintendo software. They're pretty cheap, but build quality tends to be rather dodgy. You'd be better off buying a proper Nintendo and getting a specialist to convert it to run US software.

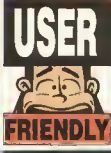
MICROWAVE AND

Dear Jaz,
I've just bought a Megadrive and I'd like to know a few things.

1. When is Speedball 2 coming out?
2. Are Streets of Rage and Golden Axe 2 any good?



Q+A



3. Have you reviewed *Altared Beest*, and if so, how much did it get?

Thanks for your time, *Michael Sheaf, Abingdon*
JAZ: 1. Stateside release date is November. 2. Both are great. 3. No, and if you're interested, I think it's pretty hopeless.

IT'S

Dear Jaz,
I have some questions to tax you with.

1. When will *Gamaboy* Pit-Fighter be out (on import) and

will it be any good?

2. I thought *Skate and Die* (Bad end Rad) was great, so is the sequel better?

3. When Gameboy screenshots are in your mag they are red, blue, purple and black, but never the real colour, GREEN. Why?

4. Are there any home computers better than the Amiga because the BBC Archimedes is 32-bit?

Christopher Mansbridge, Strathclyde

JAZ: 1. I dunno, I haven't seen it yet. 2. I didn't think it was quite so good. 3. It's a trick of the light which fools the camera. 4. There are loads of IBM PC Compatibles which stuff both the Amiga and Archie.

BILL WITHERS!!!

Dear Jaz,
I am writing in disgust after reading your August issue (number 11) Q+A section, because some Diekhed called Matthew Smith blatantly put down Master System owners. There is NOTHING wrong with the Master System at all! Now for some questions?

1. Are Master Systems technically superior to the NES?

2. What is a Graphics Tablet?
3. When will it be available for the Megadrive?
4. How much will it cost?

5. When will you be at the European Computer Entertainment Show at Earls Court?
Mervyn and Buster, Tonbridge, Kent

JAZ: 1. Not really. 2. It's a peripheral which, when run with specially-written software, lets you draw pictures on-screen. 3+4. I haven't got a clue. 5. No, 'cos it's cancelled!

HA, HO, HE. LAUGH YOU PHILISTINES.

Dear Jaz,
I am hoping to get the Simpsons game for my Nintendo for my birthday and I would like to know if it is the same game I played in the amusement arcade on holiday, or are they all different?
Alan Miller, Eastfield, Scotland
JAZ: It's a different game to the coin-op, but I think it actually has longer-lasting appeal! Check out the review elsewhere in the mag and see what you think.

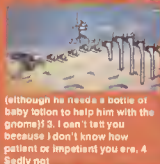
WAIT UNTIL

Dear Jazze,
Please could you answer the following questions:

1. Do you have a date for the official release of the UK SNES?
2. Is Gary Herrod perverted or something?
3. Do you think I should buy a Japanese Famicom or wait for the UK SNES?
4. The...

company that can spell Activision: (not Activiser or Activisor)?
Guy Stables (BATTLELORD), Woodchurch, Kent

JAZ: Right, here goes Mr Guy Stables (BATTLELORD). 1. I've already answered that one elsewhere on these stupendously exciting pages. 2. Oooh yes. Dreadfully. You should see the tricks he can do with a rubber chicken, a large



(although he needs a bottle of baby lotion to help him with the gnomes)! 3. I can't tell you because I don't know how patient or impatient you are. 4. Sedly not

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ESSENTIAL

Hiya! Welcome to the best console tip section known in the four dimensions! We've got a vast mound of extra-special tips for all formats including a mega Spidey low-down AND some tips from Gaz himself on Gameboy Choplifter 2! If you reckon that you have anything new and exciting in the tip scene that we should know about, send it all in to MEAN MACHINES TIPS, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Who knows? You could be on the receiving end of £150 worth of software for YOUR console. Not bad, eh?

CAPTAIN SKYHAWK

Ingemar Hjemsad (yes, it's that men again) sent in a whole load of tips for this game. According to him, you can skip levels during play by pressing buttons A and B along with UP on the controller two. You'll automatically jump to



the next mission! Also, if you fancy the prospect of playing this lopper game with decent weapons and nine lives, follow this plan of



action. After you press START, wait until the words CAPTAIN SKYHAWK come up again. At this point, press DOWN and button A. Now you'll start with nine men and all the weapons!

TEENAGE MUTANT NINJA TURTLES

Mark Greene from Dublin sent in his method for finishing the Turtles game.

On the third level, there are two buildings. Inside these is a scroll weapon (these destroy everything). This scroll reappears if you leave the building and enter it again! Give each turtle lots of scrolls.

LEVEL THREE BOSS: Select your scroll weapons and keep firing them at the boss until he dies. A green man should then appear. Hit him and jump onto the ledge next to Splinter, then repeat your onslaught.

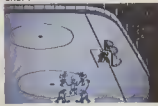
LEVEL FOUR BOSS: Select Donatello and get him to stand between Mouser's legs. When he opens his mouth, press fire and up. After a few good hits, he bites the proverbial dust.

LEVEL FIVE BOSS: Stand at



BLADES OF STEEL

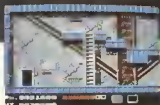
"I have a tip for Blades of Steel," quoth Tony Smith from London. "To start the game without any goalkeepers just hold down the A and B buttons on both controllers and then press START on pad one!"



MEGAMAN II



When you reach the last stage in Dr Wily's castle (the one that has acid dripping from the roof), keep to the very right of the screen at all times and you avoid the drips of acid! Simplicity itself courtesy of Peter Lindsay from Glasgow



the bottom left hand corner of the screen, and using scrolls disarm the Technodrome. Now it's just a case of hitting the eye, and that's the end of that!

LEVEL SIX BOSS: Lure Shredder to the bottom right hand



SHADOW WARRIOR

Lloyd Phillips from Bury sent in these tips for dealing with the end-of-level guardians.

BARBARIAN: Throw your small skuriken star at him, then close in for the kill with your sword.

KELBEROSS: Get under the left podium and hit him with your windmill star when he comes from the right. Staying on the left, hit the other one with your sword or star.

BASEOUR: Use your windmill star and throw it at his bullets. When it returns to you, jump over it and it will hit him!

BLOODY MALTH: Get right next to him and start throwing your small star without stopping. When you run out, get him with your sword.

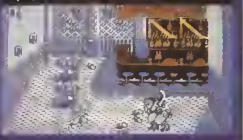
JAGUIQ: Use the art of fire wheel, and shoot him once. Run to the right end shoot him once Repeat this process to make Jaguiq's bad memory.

BOMBERHEAD: Get right next to him, duck down and let him have it with your sword.

LEVEL 5-2: To get through the cliff, jump onto the cliff as high as you can using the wall-climbing technique. Once you've waited for the bird to pass by repeat the technique again and you'll fall onto the platform below.

LEVEL 6-2: Use the jump end slash technique, or if you want to save your points, hold down on the cross pad while jumping and using your sword.

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S CODE: 005900 STAGE: 1.7  
TYPE: Y387( )  
P-DE: .001( ) FREQ: 0000000000000000
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corner of the screen while placing yourself in the bottom left hand corner. Now just use your scrolls to send Shredder to the grave.

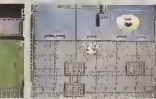
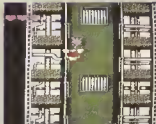
PIZZA: Use the tactic for topping up on scrolls, to give each turtle a full energy bar.



GREMLINS 2

David Killengray from Loughton in Essex sent in loads of codes to try out on this on this decent Nintendo shoot 'em up. According to David, with these codes you get that level's weapon as well, which can't be bad!

LEVEL 1-2: BVKF
LEVEL 2-1: DXNH
LEVEL 2-2: CGMW
LEVEL 3-1: NJTD
LEVEL 3-2: ZFPJ
LEVEL 4-1: SHMC
LEVEL 4-2: VLBB
LEVEL 5-1: NXRD



FESTER'S QUEST

Peter Lindsay from Glasgow sent in tips for a gobsmackin' 24 Nintendo game! We've decided to print a few of them, and one of them is this tip for destroying the alien UFO in this sad excuse for an arcade adventure. Just drink an invisibility potion and then shoot the machine gun on the lower left side. When you have blown that up, move all of the way to the right and bomb the upper right of the computer. Once you've done that, the game is complete!



300 TIME 0000000000000000

G Wilson from the excitement-laden metropolis of Upper Norwood in London sent us this password to get right to the end of the game. Just enter **TRIDENT** on the password screen, with the difficulty level set at normal and Bob's your very embarrassing relative.



INSECTOR X

A pretty dull blaster by all accounts, but if you just can't get any further with it, try out this cheat courtesy of (once again) Ingemar Hjelmsstad. When the continue screen appears, push diagonally left and up and press the C button. Each time you press G you'll be endowed with a continue!

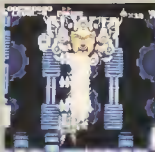


MUSHA ALESTE

Richard Wagstaff from Mansfield sent in these tips with which to obtain all manner of cheats. Funny enough, we saw these cheats in an American mag a couple o' months ago...

20 CONTINUES: Press **START** to pause the game and then enter this code: **UP, UP, DOWN, DOWN, LEFT, LEFT, LEFT, RIGHT, RIGHT, C, C, B, A** and **START**.

ROUND SELECT: Turn the game on and wait for the Sega logo to appear. Press **RESET**. Repeat this ten more times. Then let the title screen pop up and enter the options menu while you hold down **LEFT** and **DOWN**. You will see **ROUND** list underneath



GAME LEVEL, which means you can choose your level!

ADD FIVE LIVES: Press **START** to pause the game and then press **RIGHT, DOWN, RIGHT, DOWN, LEFT, UP, LEFT, UP, B, C, A** and **START**.

FULL POWER-UP: Any time in the game press **START** to pause. Now press **B, C, B, C, UP, DOWN** and **A**.



Not a bad blaster, but if you fancy full invulnerability, pause the game then press and hold down the **A** and **C** buttons. Now press **LEFT**. The screen should freeze for a second. Unpause with the combination pressed down then release the buttons. Repeat this at the end of each level to maintain full invulnerability. Also, to get the T-braster, shoot out your Tox unit six times before capturing an enemy ship. Now you should have the T-braster. Ingemar Hjelmsstad from Sweden sent that tip in.

BURNING FORCE™



ガイアレス

GAIALES

MEGADRIIVE

TIPS



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特



"Hi!!!" wrote Ingemar Hjelmslad from Sweden. Fortunately, that wasn't the end of his ranting for he also included some cheats in his letter starting with this Namco Megadrive game. To start the game with ten ships, follow this cunning plan. At the START/OPTION screen press B, A, B, A, A, C, A, A then hit that START button to get underway!



SWORD OF SODAN

Ingemar again, this time with a round select cheat for this forlorn slash 'em up! Get a highscore and then enter your name as HINANP:). Now, during the game, use the START button of a controller plugged into port two to skip a level!



SONIC THE HEDGEHOG



Here's an interesting tip that actually changes the ending of Sonic the Hedgehog! When you've killed off Dr Eggman and Sonic is speeding across Green Hill Zone, hold down A, B, and C together and keep them held down for the duration of the ending. Sonic will now do something a bit different. Another ending can be seen by collecting six chaos jewels. Thanks to Jake Smith from Crosby in Liverpool.



RAMPAGE

It's a little-known tip, but it's a handy one. If you're stuck in a tiny tip to help all frustrated players of the jolly romp get still further into the game. When the Game Over screen appears, you can continue three times by pressing both buttons! Hurrah for —!!

ALEX KIDD IN MIRACLE WORLD

On the Game Over screen, the "Continue" button will press button two eight (count 'em) times. Provided you've got \$400 spare, a continue is yours for the taking. Sampo Semmalisto from Finland sent that in as well. Steven Aires from Manchester also has a tip that might help out frustrated Kidds. On the second underwater stage, kill the octopus and hover over the bowl. Now pull the joystick down a couple of times and you'll be taken into a bonus stage!

MEGA DRIVE

VALIS III

Good or ingenuer Hjelmsiad from Sweden sent in a huge stack of cheats for this game. This one is quite cunning in that it reveals all of the cinematic-type screens to be found in the game, end yes, that does include the ending! On the title screen press buttons A and C and move the D-ped diagonally up and to the LEFT. Press START and you can see any of the screens your heart desires. Also, to access the hidden stage select, hold the D-ped up and hold down the A and C buttons (do all this on the title screen). Press START and when a black screen appears, let go to reveal the hidden menu!

VERYTEX

Pause the game and hold down A, B and C and wiggle the joypad about a bit. Unpause the game and you should be endowed with a shield! This can be repeated as many times as you like - even when your ship is blowing up, it you're quick. Sometimes it also gives you extra lives! Thanks again to Jake Smith from Liverpool!

HELLFIRE

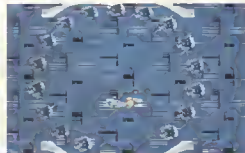


If you're having problems with this superlative shoot 'em up (the best on the Megadrive at the moment), try this tip to get 99 continues! Just go to options end select HARD as your difficulty level. Then go to the sound select and listen to any tune for 70 seconds. The game should start automatically and it should say YEA RIGHT where it normally says DIFFICULTY SETTING. That means the cheat's been installed! Daniel Gibbons sent that in, although he's only tried it out on the American Genesis import version of the game.

R·O·T·Y·P·E



Sampo Semmalisto from way off in Finland sent in a thinly-disguised begging letter along with a few tips. One of his more interesting efforts was this tip for invincibility on this cracking shoot 'em up. For this you need two controllers. Turn the system off and hold down and right on control pad one, along with up and left on control pad two. Now press pad two's button one. Keep all this held down and turn the system on - keeping all of that pressed down. When the title screen has been and gone, you can let go and start the game proper, and to quote Sampo himself "Behold! Invincibility is now yours!"



PRO WRESTLING

It's a little-known tip, but it's a handy one. If you're stuck in a rather abrupt letter with this solitary tip. Indeed, quote: "I have a tip for Pro Wrestling on the Master System. All you have to do is punch or kick your opponents down three times (without doing any other move), go for a pin end you will get a three count every time. Easy, eh?"

TENNIS ACE

Matthew says sees playing the game (which sort of deflates the point really) and saw fit to send in this code to take you straight to the final. Just try this:
NKOF VVLG
LKGS FCKK

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Take a look at the page with the little 76 in the corner and you'll find a review of the latest Gameboy stunna, *Choplifter II*! Gaz has spent many hours playing this game and is now ready to unleash this mega *Choplifter II* player's guide! Check it out!

WATCH THE BIRDIE



Your *Choplifter*-class helicopter isn't the only thing that takes to the skies in the game, so keep a look out for the local wildlife! Hits from birds reduces your energy. Make sure you give any scenery a wide berth too, as if you're clumsy and hit anything on the ground, you'll lose more energy!

NO VACANCIES



It's extremely unwise to fill up the helicopter with hostages. If you're destroyed you might find hostages a bit hard to come by and you won't be able to complete the mission! Be on the safe side and head for base when you have rescued three or four hostages. Most levels have three or four extra hostages around in case a few die. Unfortunately, the later levels aren't so forgiving as NO extra hostages are given out!

CHOPLIFTER II



CLOUDS AND RAIN

Keep an eye out for the rain clouds in the game. Some clouds can be flown through with ease, and with no loss to the *Choplifter*'s shields. Unfortunately, storm clouds cause more aggro. If you hit one of these on top power, you'll lose control of your ship for a while (until the danger passes), as well as lose some energy. If you're low on energy you're dead. Look out for the lightning clouds. One hit from one of them and it's curtains!

MISSION IMPOSSIBLE



Obstacles on later levels may seem impassable, but if you're a really skill dude, you'll blast away at the enemy bases. Once they've bitten the dust, icons are revealed which enable you to proceed. For example on level three, hostages are rescued from the deck of a warship. However, you are unable to land. The trick here is to land and collect the R icon. You can now lower a rope for the hostages to climb!

ANOTHER LOST CAUSE

If you're a complete spaz and STILL can't get anywhere despite this massive, heaving amount of tips, perhaps you should check out this table of passwords which can cheat you all the way to the end of the game!

SECTOR 1-3:	LKYBYSS
SECTOR 2-1:	CHPLFR
SECTOR 2-3:	RGHTHND
SECTOR 3-1:	GDGMPLY
SECTOR 3-2:	TRYHRDR
SECTOR 3-3:	SPRYSKS
SECTOR 4-1:	CMPTRWZ
SECTOR 4-2:	CHPYBYS
SECTOR 4-3:	YRYHPY
SECTOR 5-1:	GMTQZD
SECTOR 5-2:	LVLYTVZ
SECTOR 5-3:	GDDYGMZ

SPIDER-MAN

SEGA
TIPS



牛奇集

Scoring a well-deserved 86%, the Master System version of Spider-Man is perhaps the best Master System cart we've had the pleasure to play over the last couple of months. If you're having trouble getting far into the game, try out some of these special Spidey tips!

OUTSIDE THE DAILY BUGLE

There's little to do here. Just spin a few webs and find the open window at the top-right of the Bugle building. Now using the B button crawl into the window. Don't stay in one place too long, or the police shoot you. Don't try to beat up the cops either, because they're invulnerable to all forms of Spidey attack!



THE WAREHOUSE

Couldn't be simpler really. Just progress from the left to the right of the playing area, beating the seven shades out of ALL of the meanies you chance across. When all of the cons are out of the way, a forklift truck appears to cause a bit of eggro. Fire webs straight at it to immobilise the driver. Use a special Spidey flying kick to damage the driver, but watch out as the truck moves immediately after the hit. Doctor Octopus appears after the truck. Remembering to take a pic, web up the Doc, punch him and then repeat the process. Easy!



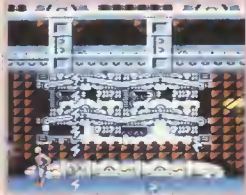
THE SEWERS

The Lizard's slime-laden domain is next on Spidey's list. Working from left to right, take out all of the Lizard's mutant henchmen, but watch out for the Lizard's treps at the bottom of the screen. Fall into one of these and all of the henchmen are mysteriously resurrected when you surface. Once the Lizard appears, take a couple of pics for your collection. Now keep moving to avoid Lizzie-baby's clutches. Cause him serious damage by webbing him up and flying kick him. Spidey's webs don't last very long so keep up your web assault right up to your kick. When the Lizard's gone, you'll have to find his key. Web-swing all the way to the right-hand side of the play area and touch the ground. You should fall into a pit where the key is hidden.



THE POWER STATION

A very taxing level this one, simply because Spider-Man always seems to be under some kind of electrical attack. Our advice for this level is simple. Keep looking around for small levers set into the wall. Punch the lever and the electrical attack should stop for a while. Now it's up to you to race your way to the next lever and punch that before the electrical bombardment begins again. In between all this action, it's up to you to take out all of your human assailants. Once they've been despatched, the evil Electro appears to give you some hassle!



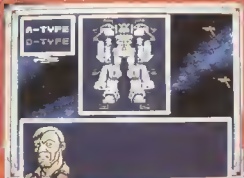


Check out these tips for the Super Famicom game Gundam F91 - a game featuring loads of huge robots and violence! Unfortunately a vast majority of the game doesn't make sense because of the Japanese text. Well, help is at hand in the form of these MEAN MACHINES tips!

IN THE BEGINNING

You start the game with two robots: the A-type and D-type. There is no difference between the two to start with, but after each successful campaign each type is fitted with a new, individual weapon. Later levels provide you with new robots which include the eponymous F91!

Select your robot with the control pad. Press button A to confirm selection. Press button B to clear the screen. Now just press start!



PICK YOUR TARGET

The main map section provides information as to the location of enemy robots. By moving your robot into contact with an enemy activates the combat section. If you win the combat section you return to the main map to select another target. When all enemy positions are destroyed you proceed to the next campaign. If after a combat section you are badly damaged return to the main ship and select your other robot.



By moving your robot around with the control pad, move the red marker over the robot and press button A. Then move the marker to the desired locale and press button A to complete your move.

GUNDAM

F91



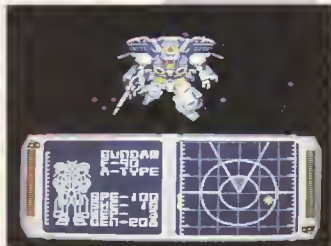
KNOW YOUR ENEMY

To complete each campaign you must defeat squadrons of enemy robots that are overwhelming your defenses. A squadron consists of three to four robots made up from the seven different models available. Identify each robot and destroy the more advanced models first.



WEAPONS ENERGY

This yellow bar represents the remaining energy for engines and weapons. Too many wasted shots drain energy fast. If the bar reaches the bottom you run out of fuel and are left to drift about space forever! Game over!



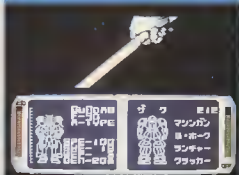
SYSTEMS

This diagram is used to select weapons for combat. When in attack mode use the control pad to run through weapons available. When you select a weapon (shown in red) press button A to operate

GUNS AND ROSES

You start the game with three weapons. Each weapon is designed to be effective for a specific range. After a successful range, your robot is fitted with a new weapon.

POWER SWORD



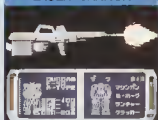
A powerful handheld weapon that causes lots of damage but you must be close to the enemy for any decent effect.

MACHINE GUN



A weapon that's not that deadly, but doesn't use up much energy. Most effective at the top end of the middle section.

LASER CANNON



A devastating weapons that kills with one shot but eals up your energy like there's no tomorrow!

FAMICOM TIPS



MAIN VIEWING SCREEN

This screen presents the battle to the player. You are able to see whether your attacks are successful or not. You are also able to see your enemy attacking!

RADAR DISPLAY

This display shows the position of enemy units in the vicinity. Using the control pad you manoeuvre the enemy units (the yellow dots) into the target area (the triangular section). The target area is divided into three sections. These sections represent the most effective areas for using short, middle and long-range weapons. For example, if you plan to use the long range laser cannon, an enemy unit must be manoeuvred into the top section to be effective. Laser cannons are less effective in middle range and pretty hopeless in short range.

LIFE METER

The green bar represents how much damage your robot can take: if the bar reaches the bottom it's game over!



ON THE DEFENSE

Enemy units have a variety of weapons with which to attack. When your radar announces an enemy attack, your viewing screen tells you which weapon you should defend against. Pressing the directional pad in one of four directions enables you to avoid attack.





A BOY AND HIS BLOB

Ovid Berrat from Bernet sent in loads of tips and this very amazing map for your delatation.

LICORICE: This turns Blob into a ladder which is used to reach low platforms. The advantage is that Blob can follow you up

STRAWBERRY: Blob is turned into a bridge that can be used to plug gaps

COCONUT: Blob changes into a coconut, which is used in room 2.G. Throw the coconut at the lever.

COLA: This bubble protects you from falls and enables you to breathe underwater

BANANA: Turns Blob into a monkey wrench. Use this in room 3.G

APPLE: This flavour jellybean turns Blob into a jack which is used under the hole in room 4.G in order to open the door.

VANILLA: The Blob becomes an umbrella which allows you to fall long distances

TANGERINE: Blob becomes a trampoline. Bounce on this to jump very high up.

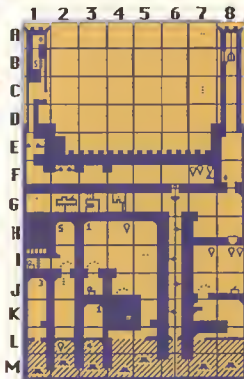
ROOT BEER: Root Beer beans turn Blob into a handy interstellar rocket!

DAEDALIAN OPUS

Enter the word **ZEAL** as the password to try out any level! Thanks to Jake Smith from Liverpool.

BUBBLE BOBBLE

This is quite an entertaining version of the popular Taito game, but if you think it's a tad easy, try this out. Enter your pass code as usual, but where you see an L in the code, substitute it for a T! Thanks to Jake Smith from Liverpool.



HONEY: Blob changes into a hummingbird, which allows him to join you on higher platforms

KETCHUP: If Blob's left behind, he'll suddenly appear next to you!

PUNCH: A hole is created that the boy can fall through

LIME: Use this jellybean to turn Blob into a key, which is used to open a door. It is also useful to place Blob where you want him.

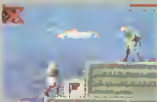
MINT: Blob turns into ice, which can be thrown at flames or vats. Be warned though, for it upsets this poor Blob somewhat

GAME GEAR

Ingemar Hjelmsed from Sweden also sent in the complete Game Gear tips section that you see before you. Check it out!

GG SHINOBI

The best game on the Game Gear? Very probably. It's also got some of the best music you'll hear on the sonically deficient machine, so this sound test might come in handy. On the title screen, press A and B down together along with START and you'll instantly be transported to that groovy muzak menu!



REVENGE OF DRANCON

To get a round select option, simply push down on the D-pad and press START. Now press UP to select rounds! But make sure you do all this on the title screen, or it won't work!

PSYCHIC WORLD

A truly grotesque effort at a game, but if by some terrible twist of fate, you've got a copy, you might want to try this cheat to get you a sound end stage select! On the title screen, hold down LEFT and UP with both buttons. Press START to reveal the menu.



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techno

A man with short brown hair, wearing dark sunglasses and a dark jacket, is shown from the chest up. He is holding a glowing, handheld device that resembles a futuristic gun or scanner. The device has a bright light emanating from its top. The background is a dark, pixelated city skyline at night, with a large, stylized, yellow-outlined word "techno" in the upper half of the image.

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but I've got orders
to bring them in
or drop 'em dead.

To entice their
cooperation,
my VMAX
TWIN-TURBO
Interceptor is
equipped with
APACHE Side-
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range nuclear
torpe-
does.

Packing a
.95 Auto-
Mag, design-
ed for internal
explosion of
human targets
and a **TONARI** snare gun...
I play to win"

— TECHNOCOP

NOT SUGGESTED FOR
CHILDREN UNDER 12



In case you're wondering, a road rash isn't some kind of weirdo disease. It's the marks you get when you slide down the tarmac after coming off a motorbike at over 100 mph! And, as you might imagine, it's quite a painful experience. As you'll find out when you play Road Rash.

This motorbike racing game features five different tracks, and the object on each is very straightforward: beat the other 18 riders to the finishing post. Can't be simpler, eh? Well, things are made a little more complex by the fact that there are no rules: riders can crash into or even punch other riders in an attempt to knock them off their bikes. So it's a pretty violent high-speed free-for-all.

Add to that cars (Volvos we reckon) who travel the road driving towards you on the left and in the same direction as you on the right (this is America, don't forget) which can be crashed into all too easily and a highly annoying traffic cop who chases after you and pulls you over for speeding whenever he can, and life suddenly becomes more difficult.

If you manage to finish all five races, you progress to the next level, where cars are more numerous and riders even more manic! It's tough out there. But then life as a psychotic rider is never easy.

ROAD RASH



▲ There goes one of your victims!



▲ Remember kids, there's nothing big or clever about riding a bike this way.



COMMENT



RICH

Road Rash combines all the thrills of high-speed racing with a fair dose of extreme violence - just any sort of game! The 3D graphics are excellent. Whizzing over the varied, graphically superb landscapes is made all the more enjoyable by the brilliant sound effects. The scream of the motorbike's engine is superb (as are the other bikes', in glorious stereo!). Rob Hubbard has provided some great music as well, which almost matches the effects for aural excitement! It's the gameplay that counts though, and Road Rash more than delivers. You'll never believe that you just flew through the air at over 100 mph landing on the hapless corpse of a very unfortunate fellow rider! That's another thing that makes Road Rash so good. Everything vaguely unfortunate that can happen to you has an equal chance of happening to other riders! As road racers go, Road Rash is definitely the most action-packed and exciting if temporarily tame.

Another rider user's about to sample some motorbike-related abuse!

PAUSED



BIKE-O-RAMA

Come first, second or third in a race and you get cash which can be saved up and spent on a newer, more powerful bike. There are eight different bikes to buy, all have different power and handling characteristics



▲ The bike you start with. Well revvy!



▲ A great bike that's excellent at high speed.



▲ Tons of power at a not entirely unreasonable price.



▲ Incredible performance! But are you going to save your cash for the Diablo?

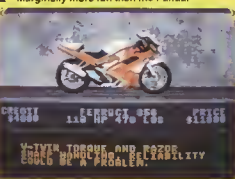
REVIEW



▲ A bit better than the first bike, but not really worth the money.



▲ Marginally more fun than the Pando.



▲ A superb handler, but not as powerful as the Shuriken.



▲ The Ferrari of motorbikes. Expensive, and goes as fast as it looks.



There are five roads to race down, and any one is selectable on the title screen.



SIERRA NEVADA

The easiest track. Very fast and with the least sharp corners, and has only one hill where it's possible to take off and end up in the hedge. So just stay alert and keep the throttle wide open.



PACIFIC COAST

A little more challenging than the others where you can build up your speed... connected by horrible sharp corners where it's all too easy to stack your bike.



REDWOOD FOREST

A slightly more difficult track, but it is all-important here! There's no margin for error - one slip and you smash into one of the thousands of trees which line the road.

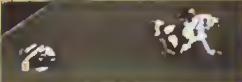


PALM DESERT

The most difficult track, it's a hilly end has a lot of long bends which tighten up near their exit, resulting in you ending up on the wrong side of the road. Watch the road signs and be careful out there.

SLIDE YOUR MONKEY ASS!

If the bike has a bad collision with anything, the rider gets knocked off and he and the bike slide down the road (picking up a road rash no doubt!). Once the rider has recovered, he has to run back over to his bike and pick it up. Depending on how fast the rider was travelling and how far he was thrown down the road, it's sometimes a very long run and much time is wasted as he sprints back up the road to find his bike. Oh, by the way. When the rider is running for his bike, make sure he doesn't run down the middle of the road or he might just get hit by a car or another rider and injure himself again!



COMMENT



Wheey! Motorbikes, irresponsible road behaviour and loads of foul play! Ingredient guaranteed to bring a grin to my weathered chops! And Road Rash combines all them to produce a truly thrilling racing game which really sets your pulse racing! The utterly convincing 3D graphics are incredibly speedy, and the road twists and turns over the

JULIAN stomach-churningly realistic hills. Razor sharp reflexes are required to ensure you don't hurdle nose-first into a hedge, fly uncontrollably off the top of a hill and crash into a tree or smash into an oncoming car! Don't be put off by the fact that there are only five tracks: they're all pretty long and get very tough on later levels, with loads of manic riders and mad drivers. And don't forget that there are eight new bikes to save up for! If, like me, you're a speed psycho looking for sheer out-and-out adrenalin-surgin' action, this is the ultimate ride.



GRASS VALLEY

Grass Valley is the worst features of all the tracks. Up-and-down hills, twisting corners, ever lightning bands and awkward chicanes. This'll test your riding abilities.

RACING LOCATIONS



BY: EA

PRICE: £39.99

RELEASE DATE: AUGUST

GAME DIFFICULTY: MEDIUM

LIVES: 1

CONTINUES: UNLIMITED

SKILL LEVELS: 1

RESPONSIVENESS: VERY QUICK



PRESENTATION 91%

Superb in-game presentation, with brilliant stillie and easy-to-use menus

GRAPHICS 92%

The 3D update is very fast and totally convincing - make sure you take travel sickness pills before playing!

SOUND 92%

There's a choice between excellent heavy metal-style tunes and superb sound effects

PLAYABILITY 93%

Getting into this is as easy as riding a bike...

LASTABILITY 87%

...but the riders on the other bikes make this a tough and challenging game for any speed demon

OVERALL 91%

A truly thrilling high-speed game which provides the most adrenalin-surgin' racing action yet seen on the Megadrive

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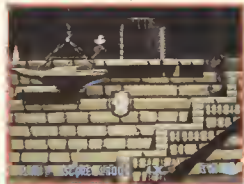
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That mouse is back! Mickey Mouse, the genial Disney rodent returns to our Megadrives in a 16-bit translation of the classic *Fantasia* movie!

Some evil bleeder has gone and pinched the Master Sorcerer's music while his apprentice (aka Mickey Mouse) was asleep. Mickey's obviously a tad worried and faces the wrath of the Master Sorcerer if he doesn't retrieve the lost notes. So, using his special magical powers, Mickey whisks himself off into a dream where he does battle with the likes of possessed magic mushrooms, mobile broomsticks and evil loads intent on seeing the cheese nibbler's doom.

Mickey's task is to scour the levels, finding the missing musical notes and escaping before his energy level is worn down to nothing.



▲ Mickey looks a bit depressed, doesn't he?



▲ Mickey pauses to take in the scenery.



FANTASIA



MAGIC MISSILES

Magical books fly around, and the Sorcerer's Apprentice can scoop these up and use their magical powers against the evil sprites that are out to get him. Two types of magical blast are on offer. A small blast only takes up one unit of magical power and dispatches the weedier enemies, whilst a big blast does away with the larger enemies but is a bit more costly on the magical energy meter.

MICKEY'S SKINNY-DIPPING

Fans of the Castle of Illusion will remember that in one stage, Mickey swims through a colossal cup of tea! A similar stage is evident in *Fantasia*. A whirlpool guarded by a fairy leads the way to an underwater level, where more energy and bonus points are waiting!



COMMENT

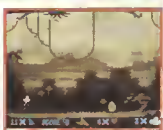
To look at, Fantasia seems as good as Mickey Mouse, with excellent sprites and gorgeous backdrops. Indeed, after playing it briefly when it was on display at the CES Show in Chicago, I thought it was a real winner. However, after finally getting the chance to play it properly, I quickly discovered its beauty is only skin deep. The game play is badly flawed and there are several highly annoying features that make the action frustrating. For a

JULIAN

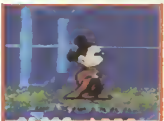
start, the collision detection is very tight - Mickey loses energy even when it looks like he's cleared a beddie! The magic controls are very sluggish - you press the fire button and there's a horrible pause before Mickey shoots... and if a badie is close by or moving towards you, you just can't avoid being hit. That might be frustrating, but worse still are the completely unevitable and very silly hazards the programmers have put into the game. Platforms drop, beddies pop up out of nowhere or change direction without warning, things fly on-screen giving you no chance to avoid them... eeeh! I like a challenge, but when you're given absolutely no chance and are forced to memorize and anticipate hazards and traps before they happen, playing becomes a chore. The final straw is that the game is absolutely the same every time you play, with things appearing in the same place at the same time. It's all too linear, with no freedom of movement like the previous Mickey game, and the constant routine of doing exactly the same thing game after game after game doesn't take long to get tedious. It just doesn't have that great feeling of exploration, and certainly doesn't have the variety of the original game. If you're a Mickey Mouse fan and like the look of this, make sure you give the game a very thorough playtesting. It might look as good as the original, but it most certainly doesn't play anything like it, and I think that many Mickey fans will be very, very disappointed. I know I am.



▲ Sexy scenery, eh?



▲ An evil menace lurks just around the corner!

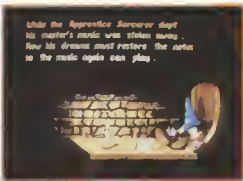


▲ Mickey struts around level 1-2!

NOTES OF MISERY



The object of each level is to find the hidden notes. But be careful, because if you don't find enough notes by the time you reach the end of the level (and that means bailing through three sub-levels) you're sent back to the beginning to start again! This is incredibly annoying - so keep an eye out for those notes and don't miss them. At the end of the level, to show you how close you got, a score appears at the top of the screen and fills in the notes you collected



▲ Forty winks with the Disney rodent.



SPOT THE SPRITES

As you can see from the screenshots, most of the enemy sprites are taken directly from the classic Disney film! These include the likes of dancing broomsticks, little mushrooms and prehistoric birds. Each level is based on a scene from the film - there's Water World, Earth World, Air World and Fire World.



▲ Mickey's left alone in the castle.



▲ Magic lamps ahoy!

COMMENT



RICH

Well, I came, I saw and I left the MEAN MACHINES games room a gibbering wreck! Although this effort has excellent graphics, the gameplay is

incredibly frustrating! I'm talking collision detection that's about as effective as a broken pencil, crippled controls with a sluggish response time and a grotesque lack of decent respawning. This gameplay is just so annoying, I recommend you keep it sharp or pain-inflicting items away from the Megadrive, because after a while you'll be very tempted to make use of them - on either yourself or the cartridge! I cannot stress how wound up Fantasia made me feel after an hour's play - surely games are supposed to relax, or perhaps even entertain? Just forget about Fantasia, for the sake of both your bank balance and your mental health.



▲ Watch out for that enemy sprite, Mickey!



▲ Alligators take this Mickey.



▲ Just a few screens to the end of this level!

Fantasia

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Game Developed by INFOGRADES™

BY: INFOGRADES

PRICE: £39.99

RELEASE DATE: NOW

GAME DIFFICULTY: MEDIUM

LIVES: 3

CONTINUES: 3

SKILL LEVELS: 3

RESPONSIVENESS: SLUGGISH



PRESENTATION 92%

Exciting backdrops and some great sprites

GRAPHICS 89%

Brilliant Disney-style presentation screens create a great atmosphere

SOUND 54%

Annoying tunes that fuel your frustration level immensely

PLAYABILITY 61%

Arrrrghhh! Fantasia's many gameplay flaws result in frustration as soon as you start playing!

LASTABILITY 56%

It's tough - but there are so many annoying features that many will be put off before they complete the game

OVERALL 61%

Lovely graphics let down by totally dreadful playability. Even the biggest Mickey fans might be disappointed

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TOP

CHARTS

ALL FORMATS

MEAN MACHINES 62



MEGADRIVE

- 1 **NE** SONIC HEDGEHOG
- 2 **▲** PGA TOUR GOLF
- 3 **▼** AFTERBURNER II
- 4 **◀** JM'S FOOTBALL
- 5 **NE** BLOCKOUT
- 6 **▼** SHADOW DANCER
- 7 **▲** GOLDEN AXE
- 8 **▲** SUPER MONACO GP
- 9 **◀** JAMES POND
- 10 **NE** "BUSTER" DOUGLAS

MEGADRIVE

Sonic's been selling like something that sells very quickly, as the chart indicates! The question is, how long will the bizarre hedgehog creature stay at the top? PGA Tour Golf continues to sell well, and Jemee "Buster" Douglas Boxing appears at the chart's lower end.



▲ Sonic's in the shop and he's suddenly hit the top slot.



▲ Jemee "Buster" Douglas arrives in the chart.



▲ Blockout is in straight at number five!



GAMEBOY

- 1 **◀** SUPER MARIOLAND
- 2 **◀** DOUBLE DRAGON
- 3 **◆** SPIDERMAN
- 4 **◆** GARGOYLE QUEST
- 5 **NE** FORTRESS/FEAR

GAMEBOY

Revenge of the Gator slips out to be replaced by Wizard and Warriors. Spider-Man and Gargoyle Quest change places again, and, um, that's about it! Merio remains at the top slot but Cheesemaster's in the shops now and should be selling like hot cakes so we speak!



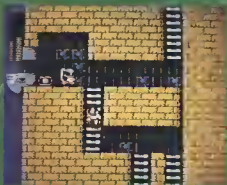


NINTENDO

- 1 ◀ WORLD CUP
- 2 ◀ SUPER MARIO II
- 3 ▲ MEGAMAN II
- 4 ▼ GREMLINS II
- 5 RE DOUBLE DRAGON
- 6 NE TENNIS
- 7 ▼ GAUNTLET II
- 8 ▲ WORLD WRESTLING
- 9 RE PUNCH OUT
- 10 ▼ DUCK TALES

NINTENDO

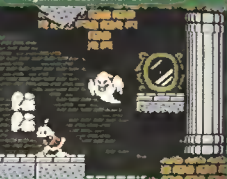
The charts this month look decidedly weird with the cruddy Nintendo World Cup retaining the top slot, while the ancient Punch Out, Double Dragon and Tennis somehow make their way back into the charts.



▲ Megaman a back at number three!



▲ Duck Tales is hanging on at number ten!



SEGA

- 1 NE SPIDER-MAN
- 2 ◀ HW BOXING
- 3 ◀ IMPOSS MISSION
- 4 ▼ MICKEY MOUSE
- 5 ▼ DICK TRACY
- 6 ◀ INDIANA JONES
- NE AXE WARRIOR
- 8 ◀ PAPERBOY
- 9 ◀ WORLD SOCCER
- 10 ▲ GOLDEN AXE

SEGA

Spider-Man hits the top slot, and deservedly so, as it's the best Master System title to be released for many an son! Unfortunately, the awful Golden Axe Warrior arrives at the chart's lower end. Hopefully it won't be there too long...



▲ Spider-Man's number one!



▲ The gross Golden Axe Warrior!



▲ Boxing's still popular!



▲ Dick's still holding on at number five.

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At the tender age of fifteen, Peter Parker was bitten by a radioactive spider, which endowed him with the proportionate strength and agility of a spider! After being partly responsible for not saving his uncle's life, Peter Parker decided to dedicate his life to fighting crime - as the Amazing Spider-Man!

A few years have passed and the criminals have had enough of having their cunning schemes constantly foiled, and thanks to the Kingpin of Crime, they've hatched a dastardly plot to do away with the web-slinger, and gain control of the city of New York into the bargain!

The Kingpin's planted a massive atomic bomb somewhere in New York and it's going to explode in under 24 hours! What's more, he's managed to convince the good citizens that Spidey's responsible! Spidey's job is simple. Find The Kingpin and disarm the bomb, but Kingpin's recruited some of Spider-Man's worst enemies to pull up a bit of a light...



▲ In Central Park, Spidey kicks some monkey seal!

PHOTOS FOR CASH



Taking pictures of the end-of-level super villains enables Peter Parker to cash in on his powers. Any money made can then be used to top up on web fluid. \$150 are awarded for any good pics of the likes of the Lizard, but watch out for Venom. A bonus \$100 is available for a good pic of him (or rather, it).



SPIDER-MAN



DOCTOR OCTOPUS



Otto Octavius was a brilliant scientist, who majored in the atomic field. He devised his own octopus-like extra arms to handle radioactive materials. Unfortunately, one of his experiments exploded, and his arms were welded on to his body! Doc Ock is one of Spidey's oldest and most psychotic foes!

THE LIZARD



Doctor Curt Connors is a biology expert - with only one arm! Fascinated by the way lizards could grow back lost limbs, he injected himself with a lizard-derived serum. He got his arm back, but a minor side effect turned him into the Lizard, another villain who hates Spidey. Watch out for his powerful tail!

SPIDEY'S HIT-LIST





COMMENT

The Marter System game was an excellent use of the Spidey license, but this Megadive version is far, far superior. A special mention must go to the control method.

RICH

It's very cumbersome to start with, but once you've got to grips with it, Spidey can be made to do all sorts of things, including massive leaps and amazing web-spinning. This comes into its own in the Lizard's domain, where there exists a huge open space where Spidey web-slings at speeds equal to Sonic at full throttle! The game difficulty levels are great too. On easy level, only a few of the levels are open to exploration. You have to play at NORMAL level to see the majority of the game, and it's very taxing. Infinite continues usually spoils a game, but here, you've still got the time limit to beat and you lose an hour or so for every continue used. For Spidey fans, as well as lovers of a decent platform game, it's an essential buy.



◀ This fork-lift is successfully webbed up by the wall-crawler!

ELECTRO



A lowly electrical engineer was struck full force by a massive charge of electricity whilst up a telegraph pole! The resulting villain, Electro, is capable of fly on a pad of electricity along with throwing massive sparks and charging up anything metal with potentially lethal electricity!

SANDMAN



He is capable of changing into sand at will, which makes punching him very difficult. He can also compact his mass, which makes his massive fists very hard (as well as very dangerous indeed). Sandman's hanging out in Central Park at the moment, and Spidey's death is quite his end!

HOBGOBLIN



The Green Goblin may be history, but Hobgoblin's even more powerful! This mysterious masked being throws poisonous pumpkin bombs at Spider-Man, has the ability to fly on his rocket perch. He possesses super strength almost the equal of Spider-Man himself. A dangerous foe indeed.

THE KINGPIN



Wilson Fisk, also known as himself, has been behind a lot of Spider-Man's closest scrapes with death, but he's always kept himself away from the action and hires out super-villains to his dirty work. Maybe this time Spider-Man will get around to kicking his monkey ass well into next week.

COMMENT



Megadrive Spider-Man is similar in concept to the Master System Version we reviewed last month, but has a much larger play area and vastly improved

JULIAN

gameplay. It's basically a Shinobi-style game, but has plenty of new touches to keep your interest. I particularly like the way you can take "photos" during the game, and being able to return home and rest when energy is low is a novel twist. The control method is quite tricky to get used to, but once mastered, Spidey can do all manner of moves, from running across the ceiling to swinging around on his web at high speed. Graphically, Spider-Man is varied in quality. The large Spider-Man sprite is nicely drawn and animated and all the baddies are excellent, but the backdrops are rather bland and look a bit rough around the edges. Still, Spider-Man is a very challenging game.

VENOM



ed... be a highly evolved... that wanted to possess him! Thanks to the Fantastic Four the alien was captured, but it escaped and melded with Eddie Brock, a brash building journalist who hates Spider-Man. Together they are Venom, a being with exactly the same powers as Spidey, with even more muscle! Venom turns up throughout the game, but the final confrontation occurs near the

SPIDER-MAN
SUPER POWERS

All of Spider-Man's special powers have made it into this Megadrive game, and making full use of them is essential in finding the bomb and The Ki



WEB-SHOOTER Spider-Man's highly adhesive webbing is used by the masked vigilante to swing around at high speed. It also comes in handy for webbing up any potential foes. Spidey can also spin himself a shield with which to absorb enemy fire!



WALL-CRAWLING Spider-Man can stick to any surface at any angle, just like a spider. Scaling skyscrapers is a cinch, but when the walls are covered with slime (as in The Lizard's domain), things get a bit more complicated.



SPIDER SENSE A tingling sensation warns Spider-Man of danger. This comes in the form of enemy sprites just about to appear, or the approach of an end-of-level boss. Unfortunately, the Spider Sense is completely ineffectual against Venom, owing to his alien origins.

SPIDER-MAN

BY: SEGA
PRICE: £39.99

RELEASE DATE: NOW
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUOUS: INFINITE
SKILL LEVELS: 4
RESPONSIVENESS: SMOOTH



PRESENTATION 90%

Great comic screens pop up at intervals to give that authentic Marvel atmosphere

GRAPHICS 82%

Backdrops vary from good to average, but the sprites are good and there's plenty of

SOUND 73%

The tunes get annoying after a while and the effects are lacking too

PLAYABILITY 90%

Difficult to get into, but mastering Spidey's moves is part of the fun

LASTABILITY 91%

Seven super-villains are after Spidey, and they won't go down with a BIG fight!

OVERALL 90%

Be your own Spider-Man and save the world in this addictive action platform game!



Our hero, Max Maverick, has a few problems. As well as severe body odour, bad breath and the urge to spin rather unconvincing yarns (that's why he's isolated, see), his little world is in the process of being taken over by evil, slimy creatures that are somehow even more grotesque, smelly and unappealing than him!

Max realises that the path back to social acceptability involves ridding the planet of the alien masses, and this generally involves travelling up the pseudo-3D landscape blasting all and sundry with a variety of weapons. Only when this done can Max have a bath, gurgling some mouth wash and rejoin his circle of friends.

But Max isn't so good at the heroics of seeing off an alien invasion task force, and he's going to need your joypad alien-blasting skills!

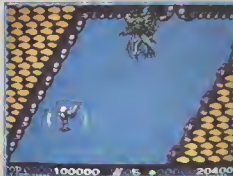
COMMENT



RICH

Nintendo are releasing some very bizarre games. You'd think that with their huge catalogue of games in the US they'd be releasing the likes of NARC and Smash TV. But no, instead we get *Isolated Warrior*, a hilariously obscure and obscure game. It isn't really that bad. The viewpoint works quite well and the blasting action is quite enjoyable and addictive. The graphics are pretty good and quite varied between the levels, and the sound isn't bad either. The only problem is that the game is quite easy and I can see hardened joypad warriors completing the game after a few days. Still, if you're new to shoot 'em ups, check this out.

ISOLATED WARRIOR



ISOLATED GUARDIANS

At the end of each level, the *Isolated Warrior* is confronted by a massive screen-high guardian! These range from a massive robot (armed with many probing (and painful) tentacles), a grotesque blob-like being (he's got tentacles too) and a massive brain-being that uses his head to deadly effect!

▼ The going gets spooky for Max.

MAX MAVERICK,
OUR HERO



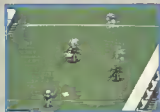
IN THIS STORY, FIGHTS WITH
ALIEN CREATURES
THAT HAVE INVADDED HIS PLANET
FROM AN UNKNOWN WORLD.

SOMETHING POWERFUL BETWEEN THE LEGS

Sometimes blasting aliens on foot just isn't exciting enough for Max Maverick, so he decides to jump into his trusty jet sled and carry on the xenomorph carnage. This doesn't actually add much to the gameplay, but what it does mean is that the blasting action is made that much faster!



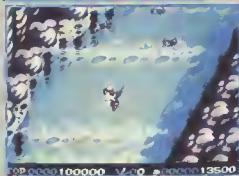
ATED OR



▲ Max has got the shield but he'd better watch out for those trenches!

ISOLATED WEAPONRY

The *Isolated Warrior* packs up a number of special icons on the way to the end-of-level boss, and these endow the warrior with extra notches for his energy bar, and extra weaponry which is selected with the SELECT button. Weapons included in the game are the likes of high-power forward-firing photons, spread cannons, and front/rear lasers!



▲ The action's too fast and furious for the camera to capture!



▲ Blasting a path to the end of level one.

BONUS LEVELS!

Bonus levels are hidden throughout the game and are accessed by dropping bombs in the right place. Finding these levels is very useful as it enables you to top up on your energy and weapons.

COMMENT



JULIAN

The unusual Zaxxon-style 3D angle, the fast and furious scrolling and the sheer amount of bad guys to blow into the middle of next week makes this an engrossing and entertaining shoot 'em up. The action is well addictive, and there's plenty of variety from level to level to stop you from getting bored. The only negative point is that the difficulty level isn't particularly high, and shoot 'em up aficionados might find themselves completing the game after a few days. So bear that in mind when you check this out.

NINTENDO

REVIEW



牛寺集

Isolated Warrior

VIDEO GAME
PRESENTED BY
CAPCOM
TM AND © 1990 VAP INC.
LICENSED BY
NINTENDO OF AMERICA, INC.

BY: VAP

PRICE: £TBA

RELEASE DATE: TBA

GAME DIFFICULTY: EASY

LIVES: 3

CONTINUES: INFINITE

SKILL LEVELS: 1

RESPONSIVENESS: SMOOTH



PRESENTATION 81%

A rather boring attract sequence, but the game itself is well-presented.

GRAPHICS 88%

A nice range of colourful backdrops and sprites.

SOUND 77%

Pretty decent music and effects.

PLAYABILITY 82%

The game is easy to get into, and the action's addictive.

LASTABILITY 71%

Conquering the game isn't a massively difficult task.

OVERALL 80%

An entertaining and addictive NES shoot 'em up that's got plenty in it, but mightn't be hard enough for blasting experts.

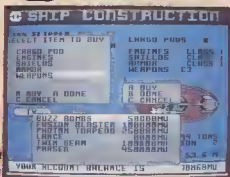
STARSHIP

Stars don't usually have a habit of collapsing every five minutes, but that's exactly what's happening. The authorities of the planet Arth look on with slight bewilderment as the universe is slowly rid of countless civilisations. And then the Arth's sun begins to collapse, and Arth itself faces devastation because of deadly solar flares. Being a scientific genius, shooting ace mining authority and best pilot in the cosmos you're one of many who've been dialled in to find a solution to the problem, or failing that, find some new planets to colonise.

Unfortunately, the Arth authorities aren't making things easy for you. You have to earn a living in order to upgrade your ship to face the challenges ahead, and the only way to do that is to mine some of the planets and sell the goods to the economic community. Understandably, some civilisations don't particularly fancy the idea of a colossal ship landing on their planet and robbing them of all the valuable minerals.

Just to make sure that you're aware of how dire the situation is becoming, the Arth authorities have added a sensor to your ship that tells you how many days are remaining until Arth becomes a distant memory!

So it's down to you and your galaxy-class star ship to seek out strange new worlds and civilisations, and as the saying goes "to boldly go where no man has gone before!"



- ▲ Arming up the ol' ship!
- ▲ An Earth-like planet...
- ▼ An enemy squadron causes hassle



This strange being provides the first clues...



THAT'S MINE!

Mining is the central part of the game. The Arth authorities pay big bucks for any Endurium you may find (this is the raw fuel for starship engines). Just about any mineral can be sold. Your ship has a TV (Termin Vehicle) which scours the landscape digging up valuables. Mineral scans are needed in order to find the buried treasure. The TV can be upgraded to search deeper for minerals,





FLIGHT



STRUTTING AROUND STARBASE

The game starts at the Starbase where you choose your crew, name your ship, get your orders and blast off into the blank inky yonder. You must return here to sell your minerals or get new messages

▲ The Terrain Vehicle goes a digging.

STARS IN YOUR EYES



This navigation chart gives you some idea of the vast nature of the game. However, should you leave the map, the universe does not wrap around, so you really would be going "where no man has gone before!"

COMMENT



RICH

Starflight looked exceptionally dull at first. I took it home one Saturday to review. Needless to say, once I'd got into it, I spent the whole weekend playing the game (even though EA didn't bother putting a battery in the cart, so all my saved efforts were erased when the power went off - arrghhhh!). It's just like having your own Starship Enterprise. You can open all the hailing frequencies you want, fire at God knows how many photon torpedoes and van train up your crew! Every planet can be mined and mined, and there are many different alien cultures to interact with in order to get to the bottom of what's happening. The graphics are pretty dull, but it doesn't really matter when you have a game that I rate as better than as the classic Elite! The vast nature of the game means you'll be at it for months. Another Megadrive classic from Electronic Arts!



This mineral scan shows up all buried metal ▶



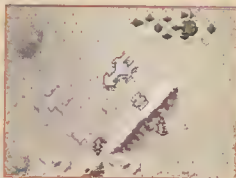
COMMENT



Normally, I wouldn't touch space trading games like this with a specially deinfected ten-foot long large pole.

they're always very slow, boring and tedious and

JULIAN never, ever have enough things to blow up. But Starflight isn't a normal space trading game. It's got loads in it, with alien races to meet, a zillion planets to explore and loads of hostiles to blow up. A common fault of games like this is that because they're so huge, there's a lot of aimless exploration and interplanetary time-wasting. But not in Starflight! There's constant action and variety and no hanging about - you're always wondering what to do or where to go next! Actually completing the game objective takes ages - there's hundreds of hours of play in this - and even then the game can go on! Starflight mightn't be blessed with the greatest graphics and sound ever seen, but then it comes to sheer playability, depth, variety and lasting appeal, I can't think of any Megadrive games better than this.



▲ The TV confronts some alien life forms.

STRANGE NEW CIVILISATIONS



Any deep space exploration confrontation with the system's inhabitants. Deep space protocol can either be obsequious (that's exceptionally fawning and grovelling), friendly or hostile. For the biggest laughs try hostile communications, where you can verbally accost your contact with gems like 'Our patience wears thin. We shall give you three minutes in which to co-operate. If you do not, he ha ha!' or 'We have heard enough of your ranting. You will tell us what we wish to know, or we will destroy you. You have little time left!'



BY: EA
PRICE: £TBA
RELEASE DATE: TBA
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: SMOOTH

1 PLAYERS

PRESENTATION 88%

Good use of menus, and the in-game presentation is great

GRAPHICS 77%

Loads of well-drawn aliens on the comms screens, some nice planetary effects, but a pretty dull space sequence

SOUND 87%

Computer speech like HAL in 2001 and excellent Star Trek-like effects which add to the atmosphere

PLAYABILITY 92%

Once you set the game up, you're into a mission to explore strange new worlds, to seek out new galaxies and civilizations...

LASTABILITY 95%

...to boldly go where no man has gone before! And it's a mission which will keep you playing for weeks!

OVERALL 94%

A completely and utterly brilliant space quest that even beats the classic computer game Elite in the playability and depth stakes!

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It's all-out war across the globe, and things are looking grim for the goodies. The baddies have pinched the most valuable personnel in the goodies' side, and some one has to travel behind enemy lines to rescue them. In case you hadn't guessed, that happens to be you. In order to aid your efforts, you've been given a highly advanced Choplifter chopper. This particular piece of hi-tech machinery carries the latest in cannon technology, with armour-piercing shells that can annihilate just about anything you're likely to face on your dangerous mission. It also has seating for plenty of passengers, which is ideal when it comes to actually rescuing people.

The action is displayed on a multi-directionally scrolling landscape. The object is to find a certain number of people per level and return them to base. This simply involves blasting enemy hardware and landing, thus enabling the prisoners to reach your gunship. Then it's back to base to off-load your cargo. This task doesn't change between the levels, but the sectors the Choplifter infiltrates become steadily more dangerous.

CHOPLIFTER II



CHOPLIFTER ORIGINS

Choplifter is an ancient game concept, dating back to 1963, when it was first released on the C64 and 8-bit Atari. However, Sega saw what a great game concept Choplifter was, and converted it into a coin op, which was much the same but with superior graphics and sound. A Master System version of Choplifter is also available, converted from the coin-op.

COMMENT



JVC certainly have an eye for the classical. Just likeoulderdeeh, Choplifter is simple, yet highly compelling game. It's also very challenging and should keep you glued to your Gameboy for weeks. Check it out!

RICH

COMMENT

Choplifter is a perfect mini blastathon which packs thrills and spills in a totally addictive package that's impossible to resist. Put it at the top of your hopping list.

JULIAN



NINTENDO £19.99

RATINGS

PRESENTATION	88%
GRAPHICS	87%
SOUND	88%
PLAYABILITY	92%
LASTABILITY	89%
OVERALL	90%

1-2
PLAYERS



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TO GENSERS-DESTROY NUMEROUS BAD GUYS AND COLLECT
5 KEYS TO SAVE THE CITY. THE CLOCK IS TICKING!

SEGA



Take a time warp back to ancient Greece, if you will. It was a time when men were men (even if they did wear grie-feather skirts), women were women (and always did the house work when they weren't getting kidnapped) and many-headed monsters and the undead were a common hazard on the dirt track to work.

The evil gods are angry, mainly because the good gods always seem to be getting one over them. So to vent their frustrations they decide to kidnap a beautiful princess. Zeus and the rest of the good gods don't seem particularly concerned, but one hero (who has the hots for said princess) does, and decides to mount a rescue bid.

His quest involves travelling the horizontally scrolling landscape that is Ancient Greece, picking up info on where special god-like powers are found. Using these powers, as well as a few loaned by Zeus and his pals, it's his job to hunt down his princess and knock the demons back into the satanic abyss from whence they rose. Hurrah!

BATTLE OF OLYMPUS

IN THE HOUSE OF GOD

The first job the player has is to find out more about his quest from the god of gods, Zeus himself! He's found simply by going right from the start location to a white House. Go through this and walk left and you'll be right next to Zeus' palace. Unfortunately, before you can hear his words of enlightenment, you must take on a psychotic bull that's positioned itself in front of the temple!

- ▲ Strutting around Ancient Greece.
▶ Each house has a character inside.

COMMENT



RICH

This looks pretty similar to the likes of *Zelda* and *Foxman*, and to be honest, if this kind of thing is your cup of tea you'll probably find a massive and enjoyable task ahead of you. Unfortunately, there are a couple of things that didn't really appeal to me. First of all, the simplistic interaction with the other one-a-satch-tape-recorder-like characters is a bit annoying.

Another thing which hampered my enjoyment of this game somewhat was the pretty boring action sequences. Just running along a horizontally-scrolling landscape slaughtering your chopper at small enemy armies isn't my idea of an excursion to Excitement Central. *Zelda* fans should have a look at this. Others will probably find it a bit of a bore no matter how much there is in it.

TALK TO ME!

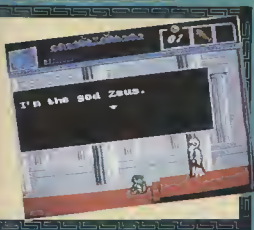
As the hero progresses through Ancient Greece, the chances are that he'll meet some local peasants on the way.

Conversation however, is quite limited. The only way to evoke any kind of response out of them is to push UP and button B on the joyed, whereupon they say their piece. You can't say anything back, however, and the characters always say the same thing!

My name is Katoos.
Are you searching for
the Nymph?



▲ This temple looks interesting.



GRECIAN 2000 BC



Ancient Greece is a pretty vast place, as you can tell by the map pictured here. Each of the indicated cities is a place that our hero visits during the game. In order to complete some mini-quests, going back to previous levels is also necessary.

SUB-SCREEN ANTICS



Pressing START takes the player to a sub-screen where various items and weapons are selected for use. Items included in the game are the likes of clubs, harps, staves, shields, crystals, bracelets and swords.



COMMENT

Battle of Olympus is a good example of the Faxanadu/Zelda II-type game, but doesn't have enough new or interesting ideas to appeal to players who don't normally play something like this. The speech/interaction is a good idea, but unfortunately it's very limited and becomes completely predictable once you've played the game a few times. Another

negative point is that the action is a bit tedious - the hero has only one attack move, and the baddie sprites aren't particularly exciting. Adventure/RPG fans will certainly enjoy this, but if it's a less action and thrills you're after, look elsewhere.

THE BATTLE OF OLYMPUS™

©1995 Broderbund Software Inc.



★ START YOUR JOURNEY: Unleash the Might of America's Most Powerful Mythology

BY: BRODERBUND PRICE: £TBA

RELEASE DATE: TBA
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: SMOOTH



PRESENTATION 82%

Well-presented on all levels and easy to get into without reading through the instructions

GRAPHICS 70%

Pretty simplistic backdrops and email sprites

SOUND 69%

Pretty jolly tunes and effects add something to the atmosphere

PLAYABILITY 77%

Easy to get into and quite entertaining from the outset

LASTABILITY 85%

Plenty of mini-quests to conquer mean that if you like this sort of thing, you'll be at it for months (or so)

OVERALL 79%

A decent enough RPG that will go down well with fans of the genre

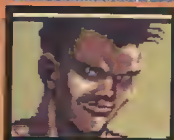


STREET OF RAGE

The streets are no longer safe for ordinary people any more. Mr Big and his violence-crazed minions have moved into the city, and their main occupations include the scaring people with their protegea features, beating them up with a variety of weapons and generally causing a bit of agro.

The police are busy setting up road traps on the motorways and making Crimestoppers commercials, and the carnage on the streets continues unchecked! Sick of the way the people are being treated, three heroes decide to leave the police force and become street vigilantes, kicking the excrement of anyone who looks vaguely threatening.

Their one objective is to put an end to Mr Big's reign of terror, by taking out the man himself who wails at the end of eight levels' worth of beat 'em up action. It's a hard task, but our heroes aren't just hard they're living rock!



ADAM

SEX: Male

AGE: 22

HISTORY: Ex-cop

HOBBY: Bonsai

ABILITY: Boxing

NOTES: Slow moving, but produces powerful blows and high flying kicks. Adam's mates describe him as 'rock hard'.

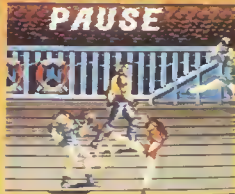


▲ Adam Hunter exercises his fists of fury on the hapless enemy sprites.

AN APPLE A DAY..

Dotted around the play area are various tasty morsels. These are eaten to provide players with extra energy. Food available includes the likes of apples and large ready-roasted chicken.

There are three heroes in the game (two of these can play simultaneously), and each has his/her own particular style of fighting. All characters are capable of flying kicks, punching, kicking, and throwing assailants over their shoulders. In two-player mode, players can use each other to pull out very powerful moves which involve grabbing hold of the other player and propelling themselves into the air to produce the most devastating flying kick available in the game!



▲ Blaze has some interesting ideas when it comes to men.





MEGA GAME

MEGADRIVE

REVIEW



牛寺米

COMMENT



JULIAN

out of you. The going is tough (especially in single-player mode on HARD), but all three characters have a variety of move to keep them from being overrun by the sheer number of baddies. I particularly like the mega-kick that can only be done when two players work together, and the special weapon is superb!

► *Blaze Fielding and Adam Hunter face up to the villain of the piece, the imaginatively-named Mr Big!*



BOTTLES 'N' PIPES

There are plenty of weapons available in Streets of Rage. Some of them can be pinched from the enemy sprites while others are found hidden inside the likes of rubbish bins and telephone kiosks. The weapons included in the game include the likes of bottles, aluminium baseball bats, knives and lead pipes!



BLAZE

SEX: Female

AGE: 21

HISTORY: Ex-cop

HOBBY: Lambada

ABILITY: Judo

NOTES: Blaze is the most nippy character of the lot and is certainly the most athletic. The problem is her blows aren't that powerful!



▲ *A swift knee kick from Blaze, and the enemy is sent flying!*





REVIEW

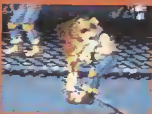
COMMENT



RICH

Streets of Rage is THE best 'em up for Megadrive owners to buy. The action is great, especially with two players on-screen at once! For once, the players act as a team, using each other to produce moves not available in one-player mode. The graphics are great. The sprites are excellent, and at times the screen is chock-a-block with thugs ready to send you to your doom! The backdrops are similarly detailed, although the scenery on each level could've done with being a bit more varied. My one substantial gripe is the fact that the game is doesn't present much of a challenge on EASY mode. Gary and I completed the game in two-player without using one continue! However, put the difficulty level on HARD and the action is made all the more enjoyable and challenging. Best 'em up fans should check this out as soon as it hits the streets.

▲ Blaze has some interesting ideas when it comes to men.



▲ A quick knee in the face courtesy of Blaze!



▲ Blaze is a whiz at flying kickee!



BY: SEGA

PRICE: £34.99

RELEASE DATE: NOW

GAME DIFFICULTY: EASY/MEDIUM

LIVES: 5

CONTINUES: 3

SKILL LEVELS: 3

RESPONSIVENESS: FAST

1-2

PLAYERS



ESWAT EXCITEMENT

Should the going get really tough, each player has the ability to summon the ESWAT Cyber-Police. They drive up in their flashy motor, produce some heavy artillery and blast the living daylight out of the opposition. In one-player mode, they always use a large bazooka. In two-player mode, the other player can summon a massive scabber bomb bombardment! The ESWAT connection extends to some of the enemy sprites, blatantly begged from the coin-op!



AXEL

SEX: Male

AGE: 22

HISTORY: Ex-cop

HOBBY: Video games

ABILITY: Martial arts

NOTES: Axel's faster than Adam and just as powerful, but when it comes to jumping, Axel doesn't produce such an impressive performance.



PRESENTATION 90%

Plenty of decent attract screens make the game look special

GRAPHICS 94%

Loaders spritz on-screen at once, with some decent animation and good enough backdrops

SOUND 94%

Techno-dance tracks for each level and they're some of the best Megadrive tunes ever heard!

PLAYABILITY 92%

Fist action the likes of which Megadrive owners have never had before!

LASTABILITY 87%

Pretty easy on easy level, but the going gets tougher when you knock that difficulty level up a few notches

OVERALL 90%

The greatest and most enjoyable beat 'em up yet seen on the Megadrive!

YO!

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AND

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THAN

EVER

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EXPERIENCE 100%
Sold out last year - don't miss it this time.

LASTABILITY 100%
From am to pm for 3 days, you'll need stamina to complete the whole show - have you got what it takes?

VALUE 100%
You won't have more fun for your money!

OVERALL 101%
Highly recommended. You can't beat it!

LAW!



REVIEW

Flying around Western Europe doesn't sound very dangerous, but when you've been warped back into history and it's the 1940s, you'll probably find that a few thousand Germans are out to turn your fighter bomber into flaming wreckage.

Like the fool you are, you "volunteered" to take part in several missions instrumental to Allied victory in the Second World War. You still hear the voice of your CO, Colonel Stratford, ringing in your ears. "You have volunteered," he said gruffly, "to take on a flying mission that, until now, you knew nothing about. That my friend, is the kind of gallant bravery that makes great pilots."

It's also the kind of selfless bravery that keeps the likes of Colonel Stratford several hundred miles away from the action.

Now it's just you and your Hobson FB-61 "Grim Reaper" fighter bomber. The four missions are pretty simple. Just destroy some munitions trains traveling through Munich, a bunch of ramby pambly V-1 "Buzz Bombs" darkening the skies of southern Paris, JU-88 bombers to the east or the U-Boats hanging out in the North Atlantic.

Simple eh? Just remember that the Luftweiffa don't take kindly to our Tommy heroes infiltrating their airspace...



COMMENT

Oo-er! A flight sim on the Sega. How interesting. Well, it would be if it was any good, but unfortunately Ace of Aces is a sad shambling parody of a flight sim. It's nothing to do with the depth of the simulation. There's quite a lot to do, and plenty of things to blow up, but this is all overshadowed by the truly awful in-game graphics.

Featuring very bizarre gray clouds (portrayed in appalling

style) the game is graphically tedious and the slow response time makes taking out any ME-109s you may chance across a very laborious task. The control method for accessing all of the instruments is quite nicely done, but in the heat of battle it's very fiddly and serves just to annoy. The sound is laughable, with a single-note engine and simple shooting noises effects. Even if you're incredibly desperate for a flight sim for the Sega, avoid this seriously lacking game at all costs!

RICH

Jerk-O-Vision) the game is graphically tedious and the slow response time makes taking out any ME-109s you may chance across a very laborious task. The control method for accessing all of the instruments is quite nicely done, but in the heat of battle it's very fiddly and serves just to annoy. The sound is laughable, with a single-note engine and simple shooting noises effects. Even if you're incredibly desperate for a flight sim for the Sega, avoid this seriously lacking game at all costs!

ACE of ACES

THE STRATFORD LOWDOWN

Before each mission begins, Colonel Stratford arrives to give you an intelligence report on what faces you on your chosen caper. Details included are information on what the enemy have got waiting for you and weather conditions, along with specific information on your objective. This is also the last chance you'll get for backing out of the mission.

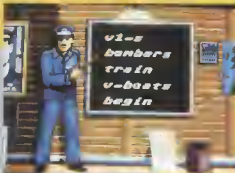


GOGGLES ON, CHOCKS AWAY!

Button B combined with down on the joystick takes the player to the bomb bay screen. Here the bay doors can be opened and the target can be bombed. This is also the place to change the main weapon between the main guns and rockets.

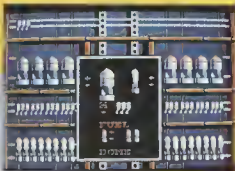
PORT AND STARBOARD

During the game, different instruments can be viewed and used by switching between views. The B button combined with a direction gives the player a different view of the proceedings. Changing the engine speed, lowering the landing gear and adjusting the flaps are just some of the options open when you've chosen another view. Actually piloting the plane can only be done on the front view screen.



USING THE MAP

The map shows all information relevant to your mission, and includes the likes of enemy planes and your actual target. The map can be summoned during the game, so there's no worry of losing your target.



COMMENT



Ace of Aces wasn't a particularly awe-inspiring game when it first appeared on the C64 five years ago, and this Sega version is nowhere near as

JULIAN

good as the original! Poor-quality, fuzzy graphics and amazingly naïf sounds are the nails in the coffin, and the tediously slow gameplay hammers them well and truly home. There's no faulting of excitement - the missions are all pretty dull and unchallenging - and the sluggish and fiddly control method serves to make play irritating and annoying. Ace of Aces could have been a great Sega flight sim. It's a shame it isn't diabolically to live up to its potential...



SEGA

REVIEW



機
年
考

ACE of ACES™



BY: SEGA

PRICE: £29.99

RELEASE DATE: NOW

GAME DIFFICULTY: MEDIUM

LIVES: 1

CONTINUES: 0

SKILL LEVELS: 2

RESPONSIVENESS: VERY SLUCCISM



PRESENTATION 67%

Very good, with plenty of front-end screens and a practice option as well

GRAPHICS 49%

Nice presentation screens, but the in-game graphics are dull and the movement is extremely jerky.

SOUND 21%

Incredibly unconvincing sound effects

PLAYABILITY 29%

Slow motion in-game "action" bores from the outset

LASTABILITY 24%

Four missions, but the game's so dull there's no compulsion to come back

OVERALL 29%

A dire flight sim that shouldn't be allowed to infest your Sega collection.

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REVIEW

STORY

After the sluttig they received in the original R-Type, the Bydo Empire have regrouped and are growing like a festering cosmic tumour of vast proportions. Once again, they're spreading their own reign of terror and destruction through the cosmos and their fear-inducing antics are going unchecked!

Enter the Alliance, who reformed at the first sign of Bydo-type trouble. They've dusted off one of their old R-9 attack fighters and kitted it out with a whole load of extras from the showroom that make it a far more fearsome ship than the first.

Now all they need is a pilot, and it will come as no surprise that you've been volunteered to take the new ship straight into Bydo territory. Your mission is simple. Destroy the Empire, or the universe will suffer the consequences...



LASER POWER

POW Armour ships also carry icons which power-up The Force with a number of different energy weapons.



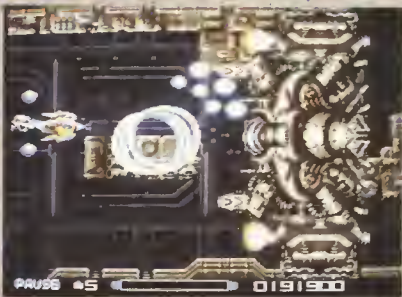
POW armour ships don't hang about. Shoot 'em as soon as they appear and collect the weapon-giving icon left behind for beefed-up destructive potential.



REFLECTIVE LASER: Fires low-power beams that bounce around the terrain taking out enemy targets on the way.

SUPER

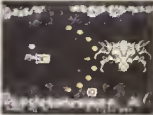
R-TYPE



AIR-TO-AIR LASER: This laser concentrates all its destructive energy into a powerful spiraling beam which fires forward.



AIR-TO-GROUND LASER: Twin beams of destruction hug the landscape, destroying all enemy emplacements immediately.

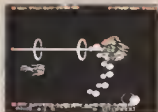


SPREAD LASER: Fires a maximum of eight laser bolts which spread out in front of the R-9. Very powerful, but slow-firing.



SHOTGUN CANNON: A mega-powerful weapon which fires high-explosive shells. Unfortunately lacks the range to make it really useful.

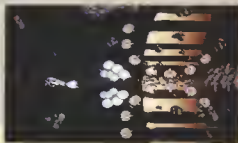




AIR-TO-GROUND MISSILE: The first missile icon available. This just fires a missile in a 45 degree angle towards the ground.



HEAT-SEEKING MISSILE: A lot more useful than the air-to-ground model, this fires two rockets which home in on their prey.



USE THE FORCE



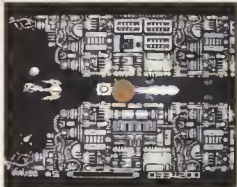
Shooting one of the POW Armour carriers releases a power-up that provides the R-9 with The Force. The Force is a detachable shield which fastens itself either to the front or rear of the R-9, protecting it from low-power enemy fire. It also carries it's own special lasers that replace the R-9's relatively feeble firepower. A quick stab of the Famicom's button A (or the R key) propels The Force deep into space, where it destroys enemy fighters on contact.



BIT: Two of these can be collected, and help defend the top and bottom of the R-9 from enemy fire. The Bit is also useful for ramming targets.

CANNON

Without The Force attached to the R-9, the main offensive firepower comes from the front-mounted laser cannon. This cannon is okay for general day-to-day Bydo annihilation, but when it comes to dealing with the bosses, something meatier is required. Holding down the B button powers up the special weapon. The longer you keep your button depressed, the more powerful your shot. Once the meter reaches peak power, the second, even more powerful weapon is powered up ready for use!



COMMENT

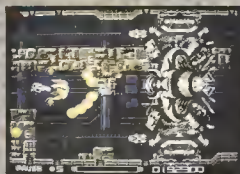


Darius Twin was okay as far as shoot 'em ups went, but Super R-Type just blows it into deep space! It's a close conversion of the coin-op R-Type 2, except that an extra

RICH

level has been bolted on - and at no extra cost! R-Type has always had some kind of magic about it that sets it apart from the swollen masses of horizontally scrolling shoot 'em ups and I'm glad to say that the Super Famicom version retains that special magic quality that made the original compelling and playable to the extreme! The graphics and sound are truly excellent. The backdrops and sprites are all graphical masterpieces, and the stereo sound effects and music really enhance the atmosphere. Super R-Type is an exceptional cartridge that MUST find its way into your Famicom collection.

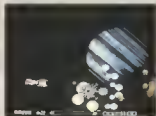




This boss is on the run! He flies through the landscape at breakneck speed and the R-9 follows, dodging enemy fire and scenery! Firing at his heart is the only way to see this guy off.



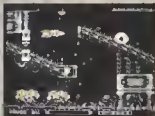
Twin indestructible snakes combine to distract the R-9 from the serious business of blasting away at the central Bydo structure. Shoot it in the eye!



A small satellite causes the R-9's first end-of-level problem. This guy releases mines that the R-9 either avoids or shoots. One good super-weapon blast is all that's required to see this guy off.



This hi-tech level poses a new problem to the hardened R-9 pilot: some of the walls actually move around, trapping and perhaps trashing the ship!



The trash disposal complex is the R-9's next port-of-call. Conveyor belts carry the trash to the furnaces, but it also has a tendency to fall onto the R-9!



A massive Bydo battleship is poised to strike at a key alliance hideout. The R-9 is called in to single-handedly destroy this vast laser-spewing cruiser!

COMMENT

This is the Super Famicom shoot 'em up I've been waiting for, and I'm glad to say that it's excellent! The graphics are marvellous, with highly detailed sprites and gorgeous backdrops, and the music is amazing. Gameplay? Well, it's fairly easy on the easy level,

JULIAN but normal and hard levels are very tough, and experienced blasting fans will certainly get their money's worth. The only slightly disappointing aspect is that the action occasionally slows down when things get very busy on-screen. But it doesn't really intrude on the action and it also happens on the original coin-op, so I suppose there's nothing to really moan about. With its new features and addictive playability that sets down a tough challenge, Super R-Type is a must for your Super Famicom.



BY: IREM
PRICE: £45.00

RELEASE DATE: NOW
GAME DIFFICULTY: EASY/MEDIUM
LIVES: 3
CONTINUES: INFINITE
SKILL LEVELS: 4
RESPONSIVENESS: FAST



PRESENTATION 90%

A brilliant animated opening sequence is the icing on the cake. Loads of options and a sound test to check out as well.

GRAPHICS 91%

Truly brilliant sprites and plenty of varied backdrops to constantly amaze the eye!

SOUND 90%

Tremendous stereophonic soundtracks and explosive sound effects.

PLAYABILITY 91%

Arcade R-Type has a special quality all of its own and it's in the conversion in vast quantities!

LASTABILITY 85%

Very easy on KIDS level, but the harder skill settings make this a very tough nut to crack.

OVERALL 90%

The greatest blast ever to grace a home console. Go get it before it sells out!

56



It's soccer action all the way for you NES owners. First of all you had Nintendo World Cup (that contender for the worst console soccer game of all time), this time you've got Jaleco's Goal! Whereas World Cup was a more conventional horizontally scrolling loopy game, Goal! is a tad different in that the action is displayed in Zaxxon-style isometric 3D.

Usual soccer rules apply, although the gameplay is altered slightly by use of the massive amount of options available. As well as one or two-player games, there's the option to play a single game or participate in the World Cup (where you're up against 16 of the best teams in the world). Also available is the opportunity to play a Pro Tournament game where world famous soccer teams like Kansas, Chicago, Dallas and Boston battle it out for supremacy!

SOCCER SHOOT-OUT



One of the more bizarre features in Goal! is the option to play a shooting contest, where one player must take on two defenders and score past the goalie. Like the main game, one or two players can have a shot at this, with one player adopting the role of the attacking player, while the other controls the defender and 'keeper.

COMMENT



JULIAN

After the ghastly shambling mockery they called Nintendo World Cup, I thought that maybe this would be a decent soccer game. I couldn't have been more wrong. Goal! is another Nintendo footballing debacle, a dire travesty purporting to be a simulation of our top national sport. The sprites are laughably awful - they don't look or move like footballers at all, and instead resemble eed phantom ice skaters slowly wobbling around a featureless green rink. The gameplay is even worse. The control method is very vague, the player logic is very poor and the player selection is terrible, making peeing play a completely hit and miss affair. Goal! is one of the most dreadful console sports games around, and should be avoided at all costs - especially if you're a football fan.

GOAL!

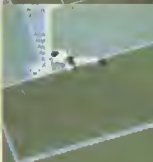


▲ Three men look ready for some action...

WORLD CUP FEVER



Just like the real thing, every team entered for the World Cup is put into a group. There are four groups, A, B, C, and (unsurprisingly) D. Each team plays everyone else in their group once. The two teams in each group who prove their worth are put through the second round. All of these teams play each other and the four teams that come out best go through to the semi-finals. From then on the two winners of the semis go on into the final in a one match battle for soccer supremacy!





SOCCER STATS



Jaleco describe Goal! as "an extremely realistic one or two-player soccer game" and they pride their game on the many attributes given to every player on the field. Each player performs according to criteria such as dribbling, kicking power, running speed, tackling, shooting ratio, marking and ball keeping abilities.

CONTROLLING YOUR BALLS



The ball sticks to the players' feet, so dribbling isn't much of a problem. The B button passes the ball whilst button A is used to attempt a shot. Hooking and slicing the ball (known as attatouch) after you've kicked it is also possible just by pressing button B again and pressing the direction you want to hook or slice the ball. Back-spinning and extending shots are also possible.

COMMENT



RICH

wheated. Gauging the height and speed of the ball is made all the more difficult because of it. Having all manner of options tarts up the game very slightly, but there's simply no hiding the fact that Goal! must rank as one of the worst soccer games produced for any console. It's a sad day for NES footy fans.



▲ The players do the Conge on-pitch.

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TWO PLAYER MODETM AND ©1988 JALECO LTD
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PRICE: £TBA

RELEASE DATE: TDA

GAME DIFFICULTY: MEDIUM

LIVES: 1

CONTINUES: 0

SKILL LEVELS: 1

RESPONSIVENESS: SLOW

1-2

PLAYERS



PRESENTATION 55%

Loads of options for the player to tweak

GRAPHICS 34%

Awful 3D perspective and warped stick-like sprites

SOUND 43%

Barely average tunes and effects

PLAYABILITY 41%

Trembling, wobbly gameplay and unconvincing ball action makes Goal! unsappealing from the outset

LASTABILITY 28%

The slow pace of the action and vague control method means it bores within a few sessions

OVERALL 33%

A ghastly soccer game which should be avoided at all costs. C'mon Nintendo give us a decent tooty game!



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GAMEBOY Boxed with accessories, Tetris, Double Dragon, Balloon Kid, Super Mario Land, Wizards and Warriors £90. Call Simon on 0705 750483

ZX SPECTRUM + 2. All accessories included + 2 Joysticks and 350 games with Light Phaser Gun and Manual. Worth £1250 will sell lot £225 n o (Cash). Phone Simon at 6pm on Tetford 0952 432263

NINTENDO ACTION SET Boxed, Light Gun, 2 Controllers, 7 Quality Games, Bargin at £185 (Worth over £300). Call James on 0372 725840

COMMODORE 64 with over 80 Games, 2 Joysticks, Power Pack and Data Recorder £100 n o. Phone Christopher on Huddersfield 0484 623218

SUPER FAMICOM Megadrive, PC Engine, Lynx, Gameboy, Gamegear, Nintendo, Sega Machines and Games. Call Simon on 0705 750483 Anytime

GAMEBOY For sale Official UK Version Boxed with Headphones, Leads, Gamegirl and Tetris. Also 4 games including Super Mario Land, Double Dragon, Tetris and Golf. All completely boxed. Everything in Excellent Condition. Will sell for £100 n o. Phone Martin on Brighton 0773 485404

PAL MEGADRIVE + 2 Joysticks PSU and 9 Games and Gameboy + Casey Boy Lightbox and 5 games. Tetris, Double Dragon etc. Worth £750 sell for £420 or swap lot PC Engine PAL, PLUS CD-ROM and games. Call Simon after 6pm on 0787 269671

SEGA MEGADRIVE Official UK Version. Boxed and still under guarantee + 15 games including John Madden's, Mickey Mouse, Godswave, Strider, Thunderforce III, Ghouls, Ghosts, Populous, Phantasy II, Revenge Shinobi 2. 2 Joysticks and Japanese Converter £450. Phone John Norrish in Ireland Area 0846 670787

OVER 150 VHS Video Cassettes, Call at Wile to Simon Brown 0705 750483, 82, Highland Road, Portsmouth, Hants PO4 9NF For List.

MASTER SYSTEM For Sale, 12 exciting games including R. Tyr, Indiana Jones, Light Phaser and Joystick included £200. Phone Tom on 0785 54211

C64 NEW STYLE Data-Cassettes, Joystick Magazines £800 worth of games, worth £700 sell lot £250 now. Call Marjorie after 6pm on 0440 706287

NES Games For Sale including Super Mario Bros 2 £27 Fester's Quest £15 Duck Tales £30 Duck Hunt and John £35 Snake Rattle. N Roll £20 Also Chase (Jap). For the Gameboy £10. Phone Paul on 0934 842933

NINTENDO 8-Bit + 6 games including Super Mario 2, PC PRO AM Tetris + R O B Light Gun £90. Call Simon on 0705 750483

COMMODORE 64 15 games, including Shobab, Afterburner, Cybernet 2, Joystick Recorder. Good Condition Best Offer. Phone Neil 010 353 1963338. Must Sell

NINTENDO 8-Bit, 2 Joysticks, Mario Bros, Tetris, Blades of Steel, Megaman, 2+3 Mean Machines Issues £150. Phone Paul after 4pm on 0703 583000

AMSTRAD CPC464 and 160+ Games. Worth well over £600 will sell lot £450 now. Call Luke on 0224 31 0245 NOW

MEGADRIVE (UK) with 5 Excellent games including Budokan, Sword of Vermilion and James Bond £190 Call Simon on 0705 750483

MEGADRIVE (UK) K, Mint Condition Boxed as New 5 Games Allied Beast, Revenge of Shinobi, Golden Axe, Forgotten Worlds, New Zealand Story 2 Basis, Gary Case, Jap Game Converter. Worth £425 Sell lot £245. Phone 0908 542836 ask lot Ross

COMMODORE 64 complete Night Moves Pak including 2 Joysticks, Data-Cassette and 500 Games, worth £230 sell lot £110. Phone 081 979 8855, ask lot James

LYNX Boxed with 4 games including Road Blasters and Game World £150. Call Sun Vesi £120 Call Simon on 0705 750483

MEGADRIVE Games For Sale £25 Each, Mickey Mouse, Duck Tracy, S-Shinobi, Basketball. Phone 0635 641 31 After 6pm and as2 lot Andrew

JAPANESE MEGADRIVE Game Falman Offers £20+ or Swap to Sega Gameboy White to Martin 10 Glenmount Place, Doolittle, Ayr Scotland KA7 4JE

ATARI LYNX including California Games + Power Supply Unit and 11 months Game articles £100 n o. Please Phone Simon on Solihull 021 705 4422

GAME GEAR with 2 Games and Carry Case. Games are Wonderboy and G-Lock £50. As New. Call Simon on 0705 750483

SUPER FAMICOM PAL 2 Joysticks, Powerpack, Playwings, Final Fight with 10 Months Guarantee. Must Sell! Highest bidder gets it! Phone Andrew on 0908 379049

OH, YOU! I've got a Sega Master System + Light Phaser, 5 Games. Mickey Mouse etc £80. Only 6 Months old. You're stupid not to buy. Phone Sundep on 0332 754057 after 5pm or weekdays

MEGADRIVE runs English and Japanese Games. Includes 5 Games lot example Shadow Dancer, Truxion and Cyberball. Sell lot £185. Phone James on 0977 874059

GAMEBOY Box condition and Tetris, Tetris, Tetris of Fear, and Space Invaders Selling at £120. Phone Joseph on Ireland 041 27394

MEGADRIVE (PAL) with Golden Axe, Alien Storm, Wrestle War, Super Real Basketball, John Madden + 2 Joysticks. £195. Call Simon on 0705 750483

MASTER SYSTEM GAMES: Goldanne - £15, Power Strike £12, Alex Kidd - £12, Spellcaster - £15. All Almost New. Contact Dan on 0487 841456

C64 As New 2 Joysticks, 25 Games worth £247. Sell lot £140. Ring Howard on 03817480

GAMEBOY Tetris. Leads Solar, Snicker, Gator Pinball, Rechargeable Batteries, Rechargeable, Excellent Condition. All Boxed. As new. Only 3 Months old. Worth £140, will sell for £95 n o. Ring Josh on 091 2850465 After 4pm

PC ENGINE with 6 good games including Son of Dracula and PC Kid £125. Call Simon on 0705 750483

NINTENDO SOLUTIONS available on video (VHS) or (DVD). TMNT, Life Force, Bionic Commando, Buai Fighter, Gradius, and Double Dragon II. All £8 Each. Please send Cheques to Stephen Hains, 51 The Dove Way, Fosse, Gwersled, Kent DA13 9J

C64 Light Fantastic Kit Boxed + Manuals, Joystick £250 + worth of games, £250, £230, contact N Harper, 19 Grove Road, BOSTON SPA W YORKS LS26AP. Also GAMEBOY for sale. Tetris, Mario Land as new. Boxed, Will swap cable, Manuals, £50

FOR SALE Robocop, Skate on Die Robocop £30 Skate on Die £20. Phone 0964 784235 (Answerphone)

SEGA MEGADRIVE Plus 4 Games, Monaco, Sonic, Star Control, Forgotten Worlds £60 Boxed, 2 Months Old £220. Phone Neil 0804 863833

NINTENDO + 2 Joysticks + Python 2 Joystick with Megadrive and Light Gun. 16 Games including Balman, Tetris. Super Mario Boxed Excellent Condition £325. Phone 0459 0274 61 0860 or 0937 845371

SEGA MASTER SYSTEM with Hang on and Rocky. Still Boxed with Instructions. Good condition. Only £50! n o. Phone David on 0992 3787

SEGA MASTER SYSTEM Joystick Mouse, R-type, Golden Axe, California Games, Space Harrier, Russian Power, Strike Bomber, Hard, Ghostbusters, Galaxy Force £10 Each. Also graphic pro kenes Racquel Good Condition, also £10. Run Simon on 0372 463933

GAMEBOY with R-type, Chessmaster, Buai Fighter Deluxe, Balman, Super Mario Land, Tetris, Golf, Teenage Ninja Mutant turtles, Tetris, Plus Gamegirl, Carry Case and Mains Adapt. All Boxed as new £320, sell lot £200 n o. Tel. Steve on 0922 445040

LYNX Boxed with Roadblasters, California Games, 2 sets Rechargeable Batteries, Battery Charger. Run Simon on 0372 463933. Call Simon on 0705 750483

SEGA MASTER SYSTEM Includes 1 Joystick + 6 Games, including after burner, Ninja and Volandia £125 n o. Phone Matthew on 061 798 9883 After 5pm

ATARI SE TURBO Pack includes Joystick, Mouse, 4 Packages, 8 Games. Stereo Speakers, Speedball 2, Golden Axe, F-19 Stealth Fighter, Operation Stealth 2 Extra Joysticks, only 6 Months old. Worth £580, sell £350. Phone 023373 3612, After 6pm Weekdays

MEGADRIVE (UK) Version + 4 Games. Allied Beast, Ghoul's N Ghosts, Golden Axe, Slides, only £119. AMIGA A500 + 21 Games only £299. ATARI 520STME £190 Monitor + 13 Games only £250. All machines still boxed. Tel Walsall 0922 642970

SEGA MEGADRIVE £200, 1 Joystick, 4 Games, including Golden Axe, Revenge of Shinobi and Populous. Loads of Magazines all in Brilliant Condition. Please Ring 0752 86287. Ask lot James

PAL MEGADRIVE 2 Joysticks, Hellfire, Mickey Mouse, Ghosts, N Ghosts, £160. Contact Mr J.B Cartwright, 7 Wilkinson Way, Olney West Yorks LS21 2RJ

MEGADRIVE with games Sonic the Hedgehog, Mickey Mouse, Revenge of Shinobi. In box 2 Months old £180. Ring Lloyd on 081 500 2499

AMSTRAD

SEGA MASTER SYSTEM with Light Phaser 3 Controllers, 2 Bull-in Games 8 Separate ones, including Mickey Mouse, R Type, Golden Axe, Fantasy Zone 18 Months old Great condition Worth £290 Sell for £95 Price Negotiable Phone 0703 767329 ask for Luke

MEGAVERSE MANIA 1 Games for sale, Midnight Resistance £28 Gam Ground £22 Eswal £18 Barmen Run £25, Armada Golf £22 Golden Axe £24, Duckman £20, James Pond £25, John Madden £25, Moonwalkers £22 Cyberball £20 Ring Mark on 0476 73192 After 6.30pm

SEGA MASTER SYSTEM 2 SG Commanders, Light Phaser, 8 Great Games Worth £300 on sale for £200 Phone Daniel on 0634 844626

GAMEBOY with 4 Games Taxis, S Mario, F.O.F. Golf Complete with Carry Case Worth £150 Sell for £250 Phone Bryan on 0490 494283

NINTENDO Games For Sale AMB £20, Bobble Bobble 15, Bionic Commando £20, Megaman + Double Dragon £18 Each Phone Zan on 0705 819480

2XSPECTRUM - 2 Great Condition includes 15 Games in which Dizzy collection Robocop 2 and other top Games. A bargain at £85 Contact Matthew Edney on 0865 770483

SPECTRUM + 3128K with 2 Joysticks and 23 Disk Games worth £1000 Bored as new £150 o/n Phone Peter on 0296 23728

MASTER SYSTEM - Light Gun, rapid fire joystick 14 Games Worth £370 Sell for £220 on n Phone Fraser on 031 4496361

SPECTRUM + 3128K, includes 1 joystick and 12 Games, Top Casual Land II Etc. Call Danny on 0487 831482 HURRY

MEGAVERSE Midnight Resistance Magical Hat - £20 Well will swap Magical Hat for Batman call Billy on 071 733 6156 (Edmund 141)

SEGA MEGAVERSE Scart Version, with Ghosts N Ghosts Immaculate Condition Also a range of Master System Games at Cheap Prices include W.B.3 Spellcasters etc For details ring Michael on 061 361731 or Michael O'Donoghue 175, Clive Ann SHANNON Co. Clare Ireland

GAME GEAR for sale with 3 games. Boxed as new. Only 2 weeks old. Will sell for £140 For details contact Merlin on 081 317 7011 anytime after 4pm, shall swap for Super Famicom Pal Version.

SUPER FAMICOM + 4 Games, Super Mario World, Final Fight, Hole in One and F-ZERO (SCART) Only £300, Super Gaiden with auto joystick only £150 Worth £300 or buy both for only £425 on o Contact Rupert, Leics, 0532 830291, NIKK

SPECTRUM 128K + 2 Action Set Perfect condition All boxed 50 games. Light gun, joystick. Unwanted gift £90 Bargain. Phone Mark on 0707 335419

MEGAVERSE Used cars for sale and exchange titles in all the moment include Strider, 0534 830291, NIKK For more details send S A E to 6 York Way St. Lives Huntingdon CAMBS PE17 6DU or Tel Daniel on 0480 551444 After 6pm

8 BIT SEGA with Light Gun, 4 games, Psycho Fox, Alien Syndrome Hang on, and Asiro Warner Good Condition Bargain at £100 on o. NINTENDO with Super Mario 1, Mega Man, and Tactics. Good Bargain at £100 on o. Phone Steve on 061 851 1784

SEGA MEGAVERSE (JAPANESE) with 4 Mega Games, Sliver, Ghoul's N Ghosts, John Madden Football, Danus 2. Everything boxed £150 (complete splitting) Also Atari 520 STFM Mouse Joystick £1000+ worth of software £270 everything as new £226 289023 South Yorkshire. Need quick sales ROG

SEGA GAME GEAR includes 2 games Shinobi and Mickey Mouse. Complete with AC Adaptor Batteries and Boxed 1 week old, Very Good Condition, Hardly Used Worth £55 sell for £35 on n o Tel Azam 021 961 4158

ATARI ST, with Loads of Games, £20 will swap for Megad with games Also Commodore parties with box of paper, boxed £50 Phone 0732 269799, daytime, Ask for Andy

NINTENDO GAMEBOY with 2 player leads, new batteries plus 5 games all for £100 Contact Leanne on Carcort 0222 732791

ATARI 520 STFM + 15 games and loads of P.D Software £750 or Tel Rob on 0249 657168

AMSTRAD C.P.C. 464 mono monitor and modulator, DD1 Disk Drive and over 65 games, on disk and tape Worth £840 For Sale at £300 owner up-grading Phone 0754 734896 for details Phone Julian on 0602 705722

NINTENDO Super Famicom with Final Fight, F Zero, Darius, Twin Pilot Wands, Total Cost New £450 sell for £300 on o. OR swap for decent Amiga with Modulator and Decent games Phone 051 356 0681 and ask for Bruce Darlington

JAP MEGAVERSE Crackdown and Klax, as new £20 each Ring 0602 780242 ask for Alasdair

FOR SALE Mickey Mouse £25 (U.K.) Alien Beast £15 (U.K.) Banzan Bros £20 (JPN) Also Swap considered Call Mark on 0778 344094

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SEGA MASTER SYSTEM What a bargain, 11 games including Rastan, Golden Axe and Out Run with 3 Joysticks, still under guarantee and boxed to sell at £145 on o Call Barry on 04024 58030 Don't miss this amazing offer

C64 with cassette recorder, joystick + £200 software £130, C64 Disk Drive + £100 software £100 C64 games for sale on cassette and disk over 150 titles priced between £1 £5 Tel 061 7475977 Ask for Ian 27, Whitleigh Park, Flitton, Manchester (Post)

N.E.S. All boxed with 5 games and games holder Games include Turtles Track and Field 2 and Castles in the Air, Only 1 Month old Worth £190, will sell for £110 on o Phone 0222 618086 and ask for Danial

BARGAIN AMSTRAD PC1512 complete with CGA Monitor, Twin Floppy Drives, Printer, Games and Word Processor £295 Phone 092575 4831 ask for James

OFFICIAL SEGA MEGAVERSE Joypad, All Leis, 8 Great Games including Sonic the Hedgehog Whistle War, PGA Tour Golf Worth £450 Sell for £280 11 months old Game adaptor, Everything in immaculate condition Boxed as well Phone 081864 8889 11 interested

PAL MEGAVERSE 7 months old, plays English American and Japanese Games. Joypad, 11 Great Games, including Sonic, PGA Golf, Hellfire and Gynoid, Arcade Powerstick and Python Joystick Everything under guarantee All still boxed Mini Computer, £350, Tel 0772 38004 (Presale)

SCART ENGINE (SCART) Drunken Master and Chan no bok horse £80 or swap for MEGAVERSE Keyboards £95 Also MEGAVERSE and Famicom Games for sale will swap for PC Engine Games especially old 0932 351428 after 6pm

SEGA MASTER SYSTEM with 11 games, including California Games, Super Sol, Golden Axe, Basketball Nightmares, Baseball, Alex Kidd, Spy Vs Spy Will sell for £150 734896 for details Phone Julian on 0602 705722

NINTENDO NES 2 games (ADV Link + TMHT) Still boxed £130 on o Phone 035524 1016 Ask for Michael

SEGA MASTER SYSTEM with 11 Games Will sell for £200 Games include Golden Axe and Wonderboy III Phone Tom on 061 485 5599

AMSTRAD 464 with colour monitor for sale with top games like Balman, Rainbow Islands, Ikari Warriors and loads more 170 Games altogether comes with Joystick and chess mode book Perfect Condition Worth £1000 sell for £400 (Ring Rock) on 491 1564

SHKNE-GEO Joystick, Memory Card, Nyma Combat Worth £598 99 Sell for £350 Master System, Light Gun, Joypads, Joystick 1, 1 Games W419 £800 + £170 700 Megadive, 8 Games, Sonic, Wrestling War, Alien Storm, Joypads Sell £350 on o Joypads to Antonio D on 04024 58030

SAM COUPE For Sale, Disk Drive + 2 Games, Tape Recorder + 4 Games + Flash the Art Program £100 or swap for 4 Megadive Cards Phone 06578 330

NINTENDO GAMEBOY Bored, virtually unused, includes 2 player adaptor, stereo headphones, 2 Mario Land, Tetris, Balloon Kid + Software Handbook Only £60 including batteries. Phone 0734 578262 and ask for Ben II after 3rd September, phone after 4pm

NINTENDO SYSTEM + 2 Controllers + 5 Games including Snake, Rattle and Roll, and RC - PRO AM, £160, Tel 081 427 8578

NINTENDO OWNERS! I have 2 Games, Kid Icarus and Excitebike - For Sale £30 for both Phone 0703 262926 Ask for Steven II interested

SEGA MASTER SYSTEM + Lightgun, Solar Striker, Mario, Tetris, Balloon All Must Go! £70 on o Ring Sam on 0704 24282 6666

ATARI LYNX only 3 months old 3 Games, adaptor, carrying case All boxed, £150 or swap for Game Gear + games Phone after 5.30pm and ask for Chrstos on 061 689 1055

SEGA MASTER SYSTEM 2 Controllers, Light Phaser, 10 Games including Atari Bumer and Double Dragon £150 on o Phone 0892 36684 Ask for Michael

SPECTRUM 128K + 2 Joysticks, 10 Games including Chase HO, Robocop, R-Type, Balman, Unouchables, Turrican, Etc. Joystick, Magazines, Manuals Excellent condition, hardly used, Bargain at £180 or swap for 9 Good Megadive Games II interested contact Chris 0911 460 1862 between 5pm

SEGA MASTER SYSTEM boxed with 17 games, arcade joystick, £225 including Golden Axe, Casino Games, World Soccer and Hockey Tel 0703 62803

ZELDA for sale, good condition £25 Rhonda area call Hywel on 684884

ATARI ST computer, £600+ software and extras £25 Telephone Kevin 0772 685140 after 4pm

AMIGA 500 plus 1/2 Meg upgr, over £470 worth of games and over £300 worth of packages 4 player adaptor, 3 joysticks + extras £410, Tel 351 616 041

MEGAVERSE + 6 carts Mickey Mouse, Sonic Hedgehog Rainbow Islands Extra, Ghostbusters, Wonderboy III and Alex Kidd, Japanese converti listed. All maculate and only 1 month old. Phone Paul 0704 7100 on 71 only 7.30am-4pm on 071 323 5762 Selling as unwanted present Only £200 No offers cash only

SEGA MASTER SYSTEM 130 games including Indy, Ali, Megadive, Goldmania plus 2 SG Commodore joypads £180, Phone Stewart on 04024 46774

NINTENDO 15 games control pads, light gun Worth £20 sell for £140 negotiable. Tel 0703 62803 7.30pm

0943 6021 21 n Leads

THREE NES Games for sale, Castlevania £25, Kid Icarus £20 acn Black Maria £25 or all £65 Tel 0272 235301

NINTENDO NES for sale including 15 Seven Games including SMB 2, Robocop, Black Maria, Spy Vs Spy, Plus Zapper Rob, Advantage joystick Great value. Good condition Quick sale Tel 081 498 4698 ask for Yasha Discuss postage Phone from 5pm Cost £150 on o

UP YOURS! only pking UK Megadive, Turtles and Super Hang On £35 or sell for £20 each Will swap for Mickey Mouse or any other good UK carts. Phone Stephen on 6.20pm on 061 865 4150 (Manchester) Possible sale or swap Revenge of Shinob

GAME WORKSHOP SALE Dark Forces, Adequus Tlencus, War Hammer, Fantasy Battle £10 each, Squelch, Or Thats My Leg £20 each Bloodwolf £5 Many inquires including 2 Mtn Warriors, 40 Orcs, Dragon Mountain, Charle + more Phone Simon for details on 0703 767875 will haggle

GAMEBOY AND MEGAVERSE Games to sell or swap I have many top Games including Superman, Fortress, Forgotten Worlds David 0708 724736

NINTENDO latest Super Famicom (Pal) brand new & 8 Super Mario World & 4 Extra £300 Ring John c 071 434 3843 after 5pm

WANTED

SEGA MEGADRIE plays all games, 2 joypads, 6 games like John Madden Football and Mickey Mouse. Excellent condition £200 one worth £400. Also for sale Amstrad CPC464 plus colour monitor and 50 games only £150 one Phone 0372 724432.

MASTER SYSTEM 5 Games One built in game AK-MW Great Price only £120. Phone Vince on Blisford 041 341

NINTENDO with 7 games including Captain Skyhawk & Duck Tarts. Worth £265 will sell for £180 one I'm interested contact Richard on 0269 278337

GAMEBOY and case and 4 games, link cable and still under warranty. GameLight A swell sell for £85. Tel 061 769 2417

LYNX inc Comynx, power pack, 5 games namely Gauntlet, Rygar, Call of the Gods, Blue Lightning and Road Blasters £120 061 768 0828

GAMEBOY lot sale with leads, Tels, Bobble and Turtles. All boxed with instructions. £100 the lot for 0984 31527

PHOTON PAINT II (Amiga) £35. Ring 081 984 7824. Will also swap Football Director II for New Zealand Story or Player Manager.

MEGADRIE runs all cartridges, 4 month old, 2 joypads, Hi-Fi head, £39. 6 games: Sonic The Hedgehog, J. Madden Football, Monaco GP, Populous, Revenge of Shinobi, Moonwalker, Altered Beast, Golden Axe, Eswal, Ghostbusters 3, many magazines. Offers around £300 welcome. Phone 0633 43027 anytime

SUPER FAMICOM (SFC) plus Final Fight F-Zero, 6 games £250 each for Fizz after 4pm Tel 061 202 4345. Also American Games, GamePro, Electronic Gaming Monthly, 11 issues each, £39. 6 Jap mags March to August issues £5 each. Mean Machines 10 issues £15.

JAPANESE GAME GEAR for sale 2 months old in good condition. Still boxed. Phone 081 445 3649 and ask for Des. Only £80

ATARI ST2020FM with 2 joysticks, a mouse, 50 games including Speedball II, Rainbow Islands etc. 35 Dorset. £150 on software like Arts, Basic Progamms and in mint condition. Worth £955 sell for £350 call Paul (any evening) on 081 648 3876

SPECTRUM 128K + 3 with over 205 games. Arcade joystick with tapeless recorder. Kempston interface £90 081 594 5882

MEGADRIE Mickey Mouse VGC, official, £26 one + Sega games career £4. The pair for £29. Phone Tim on 0635 33089

NINTENDO 6 games, light gameboy, still boxed. Excellent condition £175 one. Phone Maic on 0742 878761

MASTER SYSTEM plus 9 games, Heavy Weight Champ, Altered Beast, Operation Wolf and many more £115. Phone Andrew on 0474 565907. Also a ZX Spectrum + computer and joystick with interface with hundreds of games for only £40 or both for £145

NES for sale with NES Advantage, NES Max, Zapzet, two keypad, none two games, good condition. Tel Johnathon on 091 258 8240. Game include SMB 1 + 2, Simons Quest, Melroid Zeida II, Kung Fu, Duck Hunt, Rygar, and Robowarrior. Nesity new worth £350 sell for £200

NES Mega Man II and Geminis II £20 each or swap for any other NES games. Worth £452 780232.

ZX SPECTRUM + 48K VGC + with 57 games, joystick adaptor, joystick worth £15, tape recorder, all leads £75 one. Call Gareth on 0734 769501

NINTENDO lot sale with Mario, Duck Hunt and light gun £50. Also 5 games to sell Batman, Mega Man £20 each, Punch Out, Zelda, Double Dragon II, £15 each or the lot for £130. Phone Lee on 0253 401673

SEGA MASTER SYSTEM six games including Thunderblade, Rastan, joystick worth £250 sell for £80. Tel Allan on 0423 565303

NINTENDO (N.E.S.) 2 joypads, 5 games inc. Mega Man II, Turtles A O Link. Value £18. Son of Dracula. Value £18. Also Megadive Audio Visual leads £5. 0443 431995

NINTENDO OELUXE + 2 games, Duck Hunt and Geminis. Boxed as new. Hardly used £125 one. Contact 0895 633282 evenings only. Unavailable in shops. Hurry!

AMIGA 500 for sale with three joysticks and around 2850 worth of games. Computer in excellent condition. Asking price £475. Phone Bladford 0274 61 6599

SPECTRUM 128K + 2 computer (new 1990) comes with 3 joysticks plus £350 worth of games, interface included, 30 magsazines. Worth all together £500 sell for £120. Phone 021 705 4758

NINTENDO NES for sale with SMB II and Turtles. Good condition still boxed. Sell for £30. Tel 021 745 7349

MEGADRIE Games and Lynx games for sale or swap. Megadive games are Sword of Vermilion (English rules) c/c) Sinder, Rambo II, Cyberball, Budokan Lynx games Gauntlet, Snake World, Blue Lightning, Gates of Zondokan. Ring 0306 081384 for prices. May buy games

MEGADRIE 8-BIT convertor and games (Wonderboy II, Altered Beast, World Cup, Teen Hawk). £130 or will split. Tel 081 399 0995

MASTER SYSTEM plus over twenty good titles, tape free unit, speeding up £300. Phone Billy on 0992 719597

GAMEBOY lot sale + Tels and Super Mario Land. Worth £90 sell for £50 one. Tel James on 081 876 1900

GAMEBOY lot sale, good condition, boxed with leads, Tels, Spiderman and Geminis £60. Phone Rob on 0742 890355

SEGA MASTER SYSTEM PLUS with 4 games including Golden Axe, light phase, £75 as new. Contact Johnathon 0266 585228

COMMODORE 64C cover mags £300 worth of software swap for UK Megadive games or a combination of Megadive games and cash or straight cash. Contact Alby Murray 112 Sheffield Lane, Morden, Richmond, Lancs PL14 1 4X. On phone 0706 4445 after 5pm

NINTENDO 6128 disks, Robocop £8, Doctor Doom's Revenge £5, Batman £3, Predator £8, Rallycross £3, Ghostbusters II £5, Oriental Games £8, Hammer Fall £3. Call Chris on 0474 332288

SEGA MASTER SYSTEM 5 games including Absolute, Time Machine Two Ring 0677 60255

GAMEBOY live games (including chessmaster) batteries etc. Sell for £100 one. Contact exchange for Megadive (PLEASEST) Phone Bury 0284 761 442

SEXII C64 £270 worth of software inc Turrican 1 and 2, Creatures and Total Recall Action Replay cartridge, 2 joysticks, superbond and chess and data cassette, loads of mags. Worth £480 sell for £150 one or swap for Game Gear with 2 games 0227 831625

SEGA MEGADRIE two joypads, Japanese games adaptor, three games. Excellent condition, hardly used. Genuine bargain £150 Tel 021 3607582

SEGA MEGADRIE GAMES for wanted, will take any title if night price, also Gameboy carts wanted, also have approx 45 Master carts for sale and Megadive carts for swaps. Contact Alex 11 Elizabeth Place, Sompson, Sussex BN15 9LU. Phone 0903 767030

MEGADRIE JAPANESE PAL + pad £100 or with Alister, Balmann, New Zealand Story, Hellfire £200. Phone 0272 724329 and ask for Luke

GAMEBOY with 10 games including Geminis II, Double Dragon, Bural Fighter, Robocop, Super Mario Land, Ballon kick, Turtles. Good condition. Two player lead and headphones included. Worth £300 sell for £175 one. Call Paul after 6:30pm on 081 991 5830

AMIGA 500 good condition, over £500 worth of games. Sell for £400. I'm interested. Phone Neil on 0295 267999

6 MONTHS OLD Japanese Megadive (PAL) boxed, in perfect condition with controller and Slider, Golden Axe, Super Shinobi, DJ Boy. Runs all carts, 2 months old. PAL Engine boxed.

unwanted gift, controller included. Phone John on 06206 30359

ATARI ST almost mint condition with original packaging. Games include Powermover and Flood. Also several mags and cover disks, bargain quid sale at £230 one. All normal postage refund. Write to Adam Kirk 24 Tiumph Close Eaking, Newark. Notts NG22 0DP.

SEGA MASTER SYSTEM PLUS lot sale including 8 top games, rapid fire unit. Worth £255 sell for £150 one. Call 0852 812167

ATARI 264 colour monitor 3 joysticks, light phase, laser basic image system, 215 games old and new. All the best games

Worth over £1900. Will sell for £500 one. Contact Alan after 5pm weekdays on 081 645 9746

GAMEBOY lot sale. Brand new with warranty and Mario Land and set of batteries £35. (No offers) Tel Tim on 0262 831 450

AMIGA GAMES for sale From £5 to £15 including Unreal, Golden Axe, Midnight Resistance, Time Machine Two. Ring 0677 60255

GAMEBOY live games (including chessmaster) batteries etc. Sell for £100 one. Contact exchange for Megadive (PLEASEST) Phone Bury 0284 761 442

SEXII C64 £270 worth of software inc Turrican 1 and 2, Creatures and Total Recall Action Replay cartridge, 2 joysticks, superbond and chess and data cassette, loads of mags. Worth £480 sell for £150 one or swap for Game Gear with 2 games 0227 831625

SEGA MEGADRIE two joypads, Japanese games adaptor, three games. Excellent condition, hardly used. Genuine bargain £150 Tel 021 3607582

MEGADRIE GAMES for sale (UK) Electronic Arts, Battle Squadron £12, Altered Beast £6 or swap both for Eswal. Tel 081 876 2372

SEGA MASTER SYSTEM PLUS game including Double Dragon, Tennis Ace and Ikare 90. Also includes 3 control pads and light gun and 2 built in games. Boxed in good condition, bargain at £55 one. Quick Call Phil on 0242 231405

SEGA MASTER SYSTEM light phase, 2 rapid fire units, 13 games (including Wonderboy, Rastan, AKHTW and Altered Beast) with 5 issues of Sega Power. Worth £350 sell for £200

Phone 081 941 4548 after 4pm or leave a message. All answered

NINTENDO ACTION SET as new. Unwanted gift, boxed, 2 games, excellent condition. Advantage joystick two joypads, phase, 4 games

Double Dragon, Tennis, Super Mario and Duck Hunt. Worth £200. Still boxed. £150 the lot. Call Matt on 081 360 3087 Enfield

FOR SALE Atari VCS and accessories £15.5 Amiga 500 £140. Ring Stuart 0202 888533

JAPANESE MEGADRIE (PAL) with PSU, 2 joypads and six games: Sonic, John Madden, Star Wars, Slinder, Atari Burner and Super Shinobi. All boxed as new and in excellent condition. Runs UK, USA and Japan. £270. £64 and software £40. All items boxed and in great condition. I will swap my Amiga for Super Famicom and one £40 one. Ring Stuart 0202 888533

PC ENGINE GT (HANDHELD) with masts and cables, excellent condition with a bargain price of £199 one. Phone Luke on 0509 239964

OFFICIAL UK MEGADRIE with Altered Beast, Golden Axe, Thunderforce II, Slinder. Boxed with all instructions. £150 one. Phone 0343 87362 after 6pm

GAMEBOY + 3 games Garogyes Quest, Tels, Gold 7.75. Phone Jamie on 031 666 0945 after 6pm

AMIGA 500 games: Tels, Mario Land, Bural Fighter, Garogyes Quest, Boomers Adventure, game light, headphones link cable. Only £100. 0632 84857

SUPER FAMICOM with 3 games £300. PC Engine with 13 games £220. Will split. Also Megadive, Lynx, PC Engine, Gameboy NES, Master System, Super Famicom games for sale £13-35. Please contact 0423 565303

FOR SALE NES, two control pads, Jelfman, Mario, Link, Duck Hunt and zapper. All £10 or swap for Megadive + game. Phone 0450 75916

BARGAIN MEGADRIE games: Madden Football £28, Dick Tracy, Moonwalker, etc. £10 or swap for Megadive + game. Phone 0450 75916

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WANTED

PC ENGINE GAME Spalliter House wanted, will pay £25 is there anywhere (Thurs in the Norwich zone)

Wanted Zeta (Console Action) magazines, issues 17, 18, 19, 20, 21 and 22. Will pay £4 the lot, VGC only. Tel. Paul on 0844 206690

SPECTRUM - 3 lor sale 12BK includes one joystick and twelve games. Short Circuit one and two Eric Danny 0987 831 482 Hurry

GAMEBOY wanted, will swap lor Spectrum - 3 with 12 games. Gameboy with all least 24 games. Call Danny on 0987 831 482

Hurry SUPER FAMICOM Megadrive, PC Engine, Lynx, Gameboy, Game Gear, Nintendo, Sega games and machines. Call Simon on 0755 750483

MEGADIVE Famicom & Game Gear games wanted. Will pay good prices. Call on 0735 50130

MEGADIVE GAMES anything considered, English or Jap. Urgently needed. Ask lor John Phone 0793 765640 after 6.30pm cash willing.

Game Gear urgently needed English or Jap. Ask lor John Phone 0793 765640 after 6.30pm cash willing.

HEVI LISTEN UP! I want Pro Wrestling for the Master System. I will pay up to £25 Contact James on 0735 77 Kempthorn Crescent, Pollock, Glasgow, G65 5SU.

WANTED Super Famicom with at least two games. I will swap lor my Mega. I have live games including Sonic the Hedgehog, Mickey Mouse and John Madden Football. Also with Japanese games converter. Phone Martin on 0272 682416

WANTED WWF (for Gameboy), swap lor two games. Gargoyles Quest, Qix, Xenix, Solar Strike, Tennis. Phone Danny 081 805 0910

WANTED second hand PC Engine titles. Final Match, Tennis, Motorcade II, Paraiso Stars. Good price paid. Tel: 0602 61 2713 after 6pm

AMIGA 500 wanted, reasonable or swap lor Sega Megadrive with games. Phone Tim on 0955 640484

MEGADIVE GAMES English or Japanese. Send lor with your phone number to Steve (Games) 21 Concordo House, Asta Close, Hornchurch RM12 5JL

Prices paid under £15 Especially wanted Magical Hal, Shadow Dancer, Moonwalkers, Hellfire, PGA Golf, Rainbow Islands, Thunderforce II

PC ENGINE HANDHELD wanted Games not necessary. Also Megadrive games wanted/swap or cash. CF M can help me. Phone Mark on 0773 115875

MEGADIVE GAMES wanted I will pay up to £25 lor any UK or Japanese game. Send your title to Andy, 35 Welwynside B2, S. Colindale, W Midlands Rd2 1AN.

WANTED Issues 2-3-9 of Mean Machines. Will pay £4 each. Details to Michael Sellens, 233 Folley Bank, Hastings Sussex TN35 5QB.

MEGADIVE Megadrive games. Send SAE with lor of games to Gareth Webb. 28 Sandyknowes Crescent, Glenlyon mill, Co-Antrim, N. Ireland BT36 8DJ

ANYONE want to swap Simons Quest or Mai 1 lor either ProBotekia, Ixi Wauwau, Tiger Heli, Ghosts and Goblins or Papeboy

Wanted despatched American adaptor. I'll give £12 lor it. Phone 875714 (Mid Cheshire)

GAMEBOY wanted. In good condition. It possible two or three games. For exchange of any three of my Megadrive games which are: Sword of Werthorn, S. Monarch, Ghostbusters and Hellfire

Write to Ian Oatley, 28 Updon Road, Atherton, Manchester M25 2LN

WANTED Nintendo NES games. will pay £10-120 depending on title. Mario II, Robocop, Turtles, Batman, PGA Golf, Talk Tails. Grannies II all wanted. Call Edward on 0392 59412 on Saturday or Sunday, weekdays ring after 5pm. Turbo Racers, Nintendo World Cup also wanted.

WANTED issues 10 to 5 of Mean Machines. (any or all) Phone 0525 615474

URGENTLY WANTED Sega Game Gear. I have Gunthorpe lor the PC Engine. Good prices paid. Also wanted any other PC Engine or UK Megadrive games. Phone 021 421 7053 ask lor Mark

DESPERATELY WANTED Sega Game Gear with no games. Will swap a Sega Master System lor the Game Gear. Master System has 5 games inc. Power Strike, Fantasy Zone, Alex Kid, in M/W. World Grid Prix

Phone John on 0955 605624

MEGADIVE GAMES wanted. Will buy almost all games. Send lists to Robert, 40 Budde House 78BH, Edinburgh EH1 7BH

SEX SEX SEX So it does make you look I want a PC Engine Handheld. I have cash ready. Phone Mark after 4pm 0773 715875

SWAP

I WISH TO SWAP you any of your NES games for any of mine. Phone 0294 74314 and ask lor Scott

I WILL SWAP Turtles or Spy Vs Spy lor Megaman or SMB 2. Phone 081 995 7579 and ask lor Alex after 6pm

SUPER FAMICOM GAMES, machines and yopods wanted. Call Simon on 0705 750483

I WILL SWAP my Atari 3205STX - loads of games and a Yamaha Portastudio PSS-680 synthesiser (99 slyes, rhytmia, mid compatible, 6 drum pads) for a PC Engine or Handheld GT or sell Atari lor £230 Tel 071 435 4252 and ask lor Philip

MASTER SYSTEM GAMES lor swap or sale. Preferably swap lor any Gameboy games. Phone 0372 378480 and ask lor Daniel

UK MEGADIVE 8 games, adaptor, 2 yopods, 1 autolite, swap lor Famicom with 3 or 4 games. Ring 0242 513331

TURBO RACING wanted lor Nintendo. Will pay £22 Also swap Metroid, Ballon Fight, Section 7 lor others. Phone Steven on 0474 815106

WILL SWAP Yamaha DD5 disc machine with 2 tape slots and sticks lor the NES

advantage joystick and WWF or Duck Tales. Tel. Steve on 0276 38126 anytime

WILL SWAP Ghosts n Goblins or Arrow Flash lor any Sega game. Alex Butler The Stables, Stables Lane, Buxton, Derbyshire SK17 1UD

NEC SMB I. Duck Hunt cart £20, or swap lor any decent game. Also swap Gun Ior 10 score. Phone Sam on 0692 516534

I WOULD LIKE to swap Kung Fu Kid lor any other good Sega Master System game. Phone 0206 871 089

Oil I will swap my AlienBuster lor John Madden Football, Populous, PGA Golf or Super Monaco GP. Phone 081 876 4065

SWAP S M B and Duck Hunt together lor Double Dragon II or swap with another shooting game. Interested. Phone Alan on 0953 26198

WILL SWAP mini condition Cometary 4 Toms Accessories, Holders, 2 hi battery charger. Lightbox and brilliant games. WWF

Operation Conira, R-Type Dragons Law and Princess Blacette. Worth £238. Swap lor very good condition official Megadrive, Alien Beast - 2 games, preferably out of the following: Mickey Mouse, Revenge of Shinobi, Sinder, Sonic the Hedgehog and Midway Resistance. Ring

Crayford C3255681

READERS I'll swap Wizards and Warriors or TMNT lor any NES game lor MNT. Willing. Call 0883 715583 and ask lor Neil

GAMEBOY GAMES to swap. W W F, Superstars, All Star Basketball Challenge, Hyper Load Runner and Zoids for any good Gameboy game. Call 081 455 0755 and ask lor Jeremy

I HAVE Megadrive Ranside Angles and I will swap for good games or exchange your games through my computer. lor up to £5 50. Phone 0925 225619 and ask lor Neil

WILL SWAP (Nintendo) Turtles lor World Wrestling (Nintendo) or Donkey Kong 1, 2 or 3. Call Steven on 0594 823391

WRISTLES WARS Mickey Mouse Megadrive carts swap lor any decent carts. Preferably Monaco GP or sell Ior £23 each. Ring 0237 1086

MEGADIVE Japanese Sinder and Freshies games to swap lor Official Mickey Mouse or Super Monaco. Others considered. Phone Simon on 0504 362685



MEGA

SWAP! my Megadrive games, Monaco GP or Golden Axe lor Buckle, Revenge of Shinobi, Ghosts n Goblins, Sinder, Hellfire or Bonanza Bros. Or swap my PGA Golf Ior any Sonic the Hedgehog. Phone Fred on 0546 484945 after 4pm

SWAP UK Megadrive Truston Ior UK Super Hang On Rambo III or Afterburner. Also swap Ior UK Super Monaco GP, Revenge of Shinobi or Mickey Mouse. Phone Alex on 0592 61119

MEGADIVE Moonwalker Ior swap lor either Shinobi, Monaco, Ghosts n Goblins, Sonic the Hedgehog, Alien Storm or sell Ior £20 each. Phone Neil on 031 228 1974

I WILL SWAP Balloon or Robocop (for the Nintendo) lor Super Mario Bros II or Gimmies II or Duck Tales or Megaman II or The Simpsons

or Takt II or Super Mario Bros III. Phone Luke on 0734 791570 (UK Nintendo)

SWAP N'S Bubble Bobble with passwords, cheats etc Ior either Super Mario Bros Snake Rattle and Roll. Phone Mark on 0963 525366

between 10 and 11 am holidays and 5-6pm school days. P S I live on the Isle of Wight

MASTER SYSTEM GAMES Spellcaster, Zillion II, Rastan, Thunderblade and Secret Command. Will swap any 2 of above lor Ys, Ghosts n Goblins or Alex Kidd

lor Shinobi World or buy the lot Ior £35, or £10 each separately. Phone James on 0232 675051 (Coventry) Now!

I WILL SWAP Revenge of Shinobi, Mystic Demon, Alien Beast, Alex Kidd lor Mickey Mouse, Sinder, Sonic the Hedgehog, Eswal, Ghosts n Goblins, AlienBuster II, Dick Tracy or John Madden's Football. Especially wanting Mickey Mouse and Dick Tracy

lor British Megadrive. Contact 051 737 1857 and ask lor James

WILL swap my three month old Nintendo and two games for Japanese Megadrive and games. Call Andrew on 0204 555249

SWAP MEGADIVE Games Sinder, Rambo III, Super Thunderblade, Ghosts n Goblins, Alien Beast, Eswal or Mickey Mouse, Hellfire, AlienBuster II, Zero Wing, Aero Blasters or any decent game. Also Game Gear. Phone Alan on 0332 810759 Now!

SWAP Nintendo Console with 2 games for Gameboy with game. Must be in mint condition. Phone Stuart on 059891 4718

WILL swap Wrestling Ior Street Service or Double Dragon II. Tel 646204 or write to 26 Holbrook Crescent, Bristol BS13 0EU

MY YAMAHA PSS-130 keyboard of your Nintendo Gameboy with one game. Phone Maion on 0731 3093

Mon or Sat I WILL SWAP Balman or Tack and Field I lor Megadrive II or SMB II. Phone 081 397 2189, Long Acre, Green Lane, Chessington, Surrey KT20 2DT

I WILL SWAP my Final Fight lor Super Mario IV or Act Raiser or Super R-Type. Call Varman after 6pm on 081 951 9143

TO SWAP Megadrive games, Sega Bobble, WWF, Fortress of Fear for Contra, Gargoyles Quest and Revenge of the Gator Ior any good games. Ring 02083 6110 and ask lor Kevin

WILL SWAP S M B II and T M N T (Nintendo) lor Megaman II and Balman. Phone 0400 8401 94

Quick Swap MEGADIVE GAMES Ior swap, Dynamite Duke, Saml Swind, Shadow Blaster, Moonwalk, Super Volleyball for Rambo II, Ghosts n Goblins, Golden Axe, PGA Tour Golf, Thunderforce III or sell Ior £20 each. Call William on 02 75 810797. All games brand new

MEGADIVE SWAP inc Japanese conversion and 6 games inc. Midnight Assassins, Populous and Forgotten Worlds. Will swap Ior Amiga 500 with joystick and mouse. Contact Phil on 081 594 7991 after 6pm

I WANT TO SWAP my Lynx lor a PC Engine GT. Lynx includes pouch, visor, adaptor, comlynx, Xanthopex, Calma

Games, Blue Lightning. Every thing boxed, mint condition. Straight swap. I'll interested. Phone 0352 692128 and ask lor Will

ATTENTION DUDES and DUDES'S I have Lakers Vs Celtics, Wonderboy III, Alien Beast, Shinobi, Mickey Mouse and Robokid to swap. I want Rainbow Islands, Thunderforce III and Wresle Wars. Also Hang On. Please help. Phone Alan on 0773 715875 after 4pm

AMAZING

WILL SWAP my Ninja World, Soccer and World Grand Prix (on Master System). All others considered. Ring Phil on 0245 256450

SIMONS QUEST, Bayou Billy, Snake or Die for a Gameboy or Taito, Super Mario, Call 081 883 6255, Ask for Robert

I WILL SWAP my Nintendo with four games for a Gameboy or a Game Gear. Phone 0742 645188 if interested

I'LL SWAP my Ghosts and Ghosts, Forgotten Worlds and Fatman for a Gameboy or Megadrive. Phone Tammy on 0482 823490 (Hull)

NINTENDO NES games will swap T M N T, Tennis, Donkey Kong Classics for Double Dragon II, Megaman, Snake or Die, or Super Off Road or any other decent games. Phone 0692 670524 after 4pm

GAMEBOY GAMES for swap, Mario Land and Japanese versions of RoboCop and Bubble Bobble for any new decent imported games. Write to A J, 29 Badminton Road, Chorlton, Manchester M21 1UQ

I WILL SWAP my Megadrive Wrestling War (excellent condition) for Zero Wings or 2 decent Gameboy games or I will sell for £25. If you are interested phone Dan Moser on 081 348 0765 after 4pm

NINTENDO NES games will swap Faramand, Wizards and Warriors, Solar Jetman or Legend of Zelda for Game Commando, Bubble Bobble, Duck Tales, Defender of the Crown or any other decent games. Phone 0692 670524 after 4pm

NINTENDO SWAP I will swap Bubble Bobble or Snake or Die for Disney Duck Tales or WWF. Tel Gary on 081 465 3047

COMMODORE 64 with £450 software, two joysticks, light gun. Worth £600. Fully boxed. Excellent condition. Swap for Sega Megadrive. Phone 0792 815212

I WANT TO SWAP Metroid or Bomberman Commando for Duck Tales, Zelda one or two, Ring Tim on 0923 267916

I WANT TO SWAP Tintin, Alterman, Alien Beast, Bank Panic, Pro Wrestling, Ghostbusters for Aztec Adventure, Eswat Golden Axe, Wonderboy III, Super Monaco GP and California Games. Phone Sam on 0248 74248

HEY! wanna swap some NES games. Then phone Tim on 0734 834113 after 4pm. Get phoning dudes. Now!

SWAP LIFEBORE for Mario Brothers, SMB I, Snake Rattle n Roll or Gameboy. Space Invaders Swap Link for SMB 2 or Megadrive. 2 Write to Ian Denovan, 41 Whiteless Avenue, North Wingfield, Cheshirefield, S42 5PW. Car in excellent condition and sent by registered post

SWAP My Megadrive with 8 games + Nintendo Turtle Pack for a Super Famicom with 3 games or more. Phone 021 427 7600

NINTENDO SWAPS Batman, Matroid, Gremm II, Double Dragon II, Megaman for any good games. Also Robo and Gyromite game for 4 score and any 4 player game or Nintendo Advantage Joystick or NES Max Turbo Joypad

EXCELLENT MEGADRIVE games for sale or swap. Includes: Football, Thunderforce III, Deck Tracy, Super Real Basketball, Budokan and Moonwalker sent for £20 each or swap for arcade games (Especially Revenge of Shinob). Phone Guy on 081 693 3545

I'LL SWAP Great Golf for Pro Wrestling for the Sega Master System. Phone Chris on 2537 (Studley, Warwickshire) after 5pm

WILL ANYONE swap their NES Advant age for Legend of Zelda or SMB 2 and their Red Racer for Simons Quest? Anyone interested phone 064782 653 and ask for Ally

I WILL SWAP Commodore 64, Atari Flasher, Set with 2 joysticks, 2 discalorders and 3 copies worth of games. For any Atari Lynx, must have power pack and at least six games

Buyer must collect. Ring 0928 569684 after 6pm

I HAVE THESE GAMES Rygar, Feddus Quest, Double Dragon, Top Gun, Castlevania and SMB II and will swap for World Wrestling, Pro Wrestler and Nintendo World Cup. If interested phone 081 520 1071 and ask for Ian after 3.40pm please

EXCHANGE What of the Black Mania (N.E.S.) for Duck Tales or Magman 1 or 2. Tel 0630 242625

I WOULD LIKE TO SWAP Robo the Robot and Gyromite for World Wrestling and Super Mario Bros II (and I don't want no swapback please. And if any one wants to swap just call 04024 37898

WRESTLE WAR will swap for Sonic the Hedgehog or any other aco game. Also Golden Axe for sale £20 or will swap for any other good game (Megadrive). If interested please phone 1m Roa on 0274 883727 (Bradford)

I WILL SWAP my Pro Wrestling or Double Dragon or Super Tennis for your Mickey Mouse or Paperboy or Moonwalker for the Master System. Also needed R F U working order under £3. Contact Jody Lee on 0394 276395 (Falkswale, Suffolk)

WILL SWAP Captain Skyhawk Stealth, Air Rescue and TMT for any latest Nintendo games. Instruction required. Phone Simon 081 572 7874

MEGA SWAP my Star Control for your Warlord, PGA Golf or Populous. M Wicks, 206 Signal Squadron, BFPO 106 Tel 01049 2927 80415

GAMEBOY Mario Land and King of the Zoo for any good others. Boulderdash and R type will get preference, personal life £3 postal order, covered postage + full instructions. Only cart and plastic case required. Contact Cat 0623 556096. Megadrive swaps only

FAMICOM swap Bonanza for Gradus III, 7-zero or Ultraman. Ring 0954 533616 and ask for Dan after 5pm. Leave details if out.

NINTENDO SWAP I have these games to swap: Soy Soy Soccer, Silent Service and Blades of Steel for three games: Belman, Bubble Bobble, RC Pro Am, Snake Rattle n Roll or Turfies. Call 0692 36782 after 8pm please

SWAP UK Allured Beast and Jap Ghosts n Ghosts for UK John Madden and jopayd or swap Ghosts n Ghosts for Revenge of Shinob or Super Monaco. Write to Lee Morris, 105 Underhill Crescent, Abergavenny, Gwent NP23 6QJ

WILL SWAP my Master System Plus, 2 joypads for similar N.E.S. System. Also for sale 8 Master System games. £100 worth split. Call weekdays 4-5.30pm only. Ask for Malcolm on 0592 721 222

WILL SWAP Sega games for BBC (used in schools)

MEGAORIVE SWAPS Super Megadrive, Gold Ax, Allured Beast, Golden Axe. All games considered. UK cartages only. Ring 0827 283469 after 7pm

I WILL SWAP my Sonic the Hedgehog for your Lakers Vs Celtics or Ice Hockey. Call Barry on 091 284 0505.

I WILL SWAP my cool Megadrive with seven bit games including Sonic the Hedgehog and an infra red joystick for a Super Famicom with 2 or more games. Phone 0742 332477 between 12pm and 6pm and ask for Rich!

WILL ANYONE swap my Master System for a Battle Out for Soy Vs Soy, Paperboy or Wonderboy II. Tel. 0472 815184

I WANT TO SWAP my Japanese Pal Megadrive for a Japanese Scart Megadrive. If interested please call Dan on 081 555 3755. Also for sale 2 Japanese Megadrive games, Ghosts n Ghosts and Super Thunderblade (no box or instructions)

MEGAORIVE GAMES for swap. World Cup Football, Super Monaco GP, Super Shinobi, Gan Gou, Megadrive for Magical Flying Hat, Turbo Adventure, Lakers Vs Celtics or any other decent Japanese or English games. Phone Marcus after 5pm on 081 428 1165.

NINTENDO will swap Double Dragon II, Super Mario II, Turfies for any other good games especially Duck Tales, Gramlins II, Double Dragon III, Simons Megaman II. Phone 0875 613806 ask for Ross or Mark after 6pm

SWAP Super Thunderblade for Sonic the Hedgehog or Mickey Mouse for Drive (English). Call Gavin on 0383 880168 evenings

GAMEBOY CARTRIDGES wanted, Mario Land, Dragon, Tennis, Bubble Bobble, F-1 Race, R-Type. UK or USA. Complete with case instructions and all good condition. Will pay £10 each inclusive or swap my Tetris for any of the above. Tel 0337 832803 weekdays after 7pm

WILL SWAP my Gameboy Mario (Japanese) for your Tetris and Mean Machines 7 Tel Malcolm on 0592 721 222 weekdays 5-8pm

NINTENDO SWAP Kik Icarus for Solar Jetman or Beyou Billy or Cobra Triangle or any other good games. Tel 0202 68540 and ask for Stuart

SUPER FAMICOM games for exchange. If interested phone Gary on 061 764 4504 (Manchester)

PENPALS

ATARI LYNX owners, penpals wanted for cheats, swapping and lending games. Call Edward on 071 725 4147 after 4.30pm. Thais 041 775 2641 Now!

MALE NINTENDO owner aged 13 yrs seeking penpals. Write to Dominic Greenfield, 28 Walton Avenue, Markham, Harborough, Leicestershire LE16 9NA. Must have NES

MEGAORIVE AND GAMEBOY contacts wanted. 100% reply. Please contact Chris at 38 Legacary Rd. Lissburn, Co Antrim, Northern Ireland BT27 5L2

MISCELLANEOUS

HIRE A SUPER FAMICOM and 2 games for a week! Call 051 428 2280 for details or write to Constance Gray, 26 Waterlark Lane, Woolton, Liverpool, L25 6QJ. Also get our Fanzine for only 80p (please send large A4 SAE)

HELP! I can't play Jap Megadrive or Arch Duke. Need English translation. Can anyone help? (Game Gear version) 0442 253928

COLCHESTER console hire club. We rent games for the Megadrive, Game System, Nintendo, Amiga. You can also rent a Famicom or Megadrive with games for a week. For details phone 0206 760400 or visit the shop

Interactive Consoles 42a Crouch Street, Colchester **ARCADE PCB'S** machines the complete booklet priced at over 200 PCB's and over 100 machines. A must for all computer/console owners. Send 9"x4" SAE + £1 to Dawson, 18 Clement Avenue, Bidon, Newark, Nottingham NG24 3NT. Don't miss out **ARE THERE** any Megadrive or Gameboy owners out there who have any games for swap, sale or who want to buy some of mine? Send list with prices, wants etc to Barry Higate, 6 Walnut Walk, Hilegate, E Sussex BN26 5A

ATTENTION console owners (issue 1) or Console Extra (60p) for sample copy. £1 for 1st issue. Includes News, Chat and much more. Send postal order for 60p or £1 to M.A. Toll 23 Bramall Lane, Red Hat Estate, Darlington, Co Durham DL1 2SZ, Payable to M.A. Toll

TRADE

MEGAORIVE AND PC ENGINE games exchange. Cost only £3 per swap. Ring 0745 572237 and ask for Richard. Write to Alan Walsell PC Engine. I will swap only PC Engine games or PC Engine games or Gameboy with games

MEGAORIVE BUGGING KIT find out what's really going on with this discreet surveillance device from Japan. Transmits voices and sounds with amazing clarity. Send UK £9.95 + 95p p&h to M. Play Enterprises 41 Christchurch Mount, Epsom, Surrey KT1 9BL. Depl MM

MESSAGES

SEGA LYNX magazine. Includes reviews. For free copy send a SAE to Andrew, 63 Graftway, Selby, N. Yorks YO8 8YB

THIS IS A MESSAGE from Gary, who advertised in the July issue of Mean Machines for a Gameboy. If I did not accept your offer, thanks any way for calling. I have a Gameboy now. Good luck in selling yours

SICK OF THE same games? Why not join free our software exchange club, swap what you have for what ever you want. All games are 100% tested. Send SAE to, S.E. Tyndall Ltd, 1000 Barmouth, Gwynedd LL42 1QT (Gameboys and Megadrives) Jon Nowitt SEGA LYNX magazine, S.E. N.G. only 30p. For a copy of this hot mag send a large SAE + 30p for postage + package to 1000 Barmouth, Gwynedd LL42 1QT. Enquire line 0302 788 419 or 788757. Send off now

PREVIEW

CALIFORNIA GAMES



Duuuude! Can't afford the tickets to California-Eye-Aye? Well, take heart with this new Nintendo game from MB Games. California Games takes you to the sunny West Coast and lets you engage in a variety of wild 'n' wacky sports, including surfing, rollerskating, BMX-ing, hacky sack, skateboarding and frisbeeing. The original computer versions of this oft-beat sports simulation were excellent - let's hope this Nintendo version is the same.



▲ The hacky sack event, starring Paul Glancey!



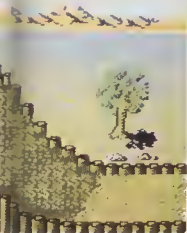
▲ Are you gnarly enough for the BMX?



Very much in the Boulderdash mould is Digger T. Rock from MB Games. Programmed by Rare, it casts you as an adventurous miner who's exploring a series of hazard-packed mines in the hope that he'll discover untold riches. He does - but they're guarded by an army of nasty creatures who want to sink their fangs into Digger's juicy bot. Featuring brilliant music and highly addictive challenging gameplay, Digger T. Rock looks like it'll be a sure-fire winner when it's released at the end of this year. Expect reviews around that time too!



PREVIEW



▼ Digger leaps the wildlife about!



▲ Digger's ladder-climbing skills are tested to the max!

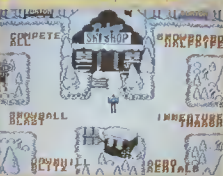


SKI OR DIE



the first of

the most popular sports and every one is pretty simply for you.



PREVIEW

SPACE '90 INVADERS



Coming soon on the Master System from Domark is Space Invaders '90, a conversion of the

Taito coin-op which brought those classic arcade denizens of 1977 bang up-to-date earlier this year.

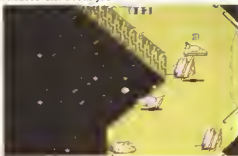
First impressions of this blaster are excellent, and it features beautifully coloured backdrops and hordes of small, but perfectly formed Invaders to blow into oblivion. Playability is obviously the key thing, and Domark Worldwide Top Beezer Development Mega Supremo John Kavanagh reckons it's going to be arcade perfect. We'll let you know when we review in the next few months.



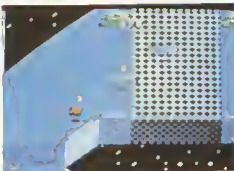
5000 GALAXY



One or two players can participate in this intergalactic race game. Viewed from a remote third-person angle, the object is to race another three rockets around a cosmic race track and use laser means or foul to be the first past the finishing post. There are a variety of different craft to use, and there are also extra weapons to pick up to make your opponent's lives miserable. Jazza recently had a quick go on the game and says it's a great laugh, especially with two players. Keep an eye out for it when it's released later on this year.



▲ A fine ship, isn't it?

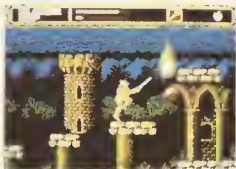
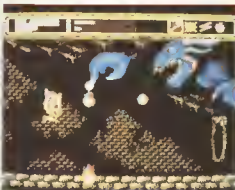


▲ Zooming at top speed around the track.



PREVIEW

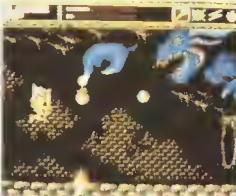
SWORD MASTER



▲ The sweaty guy slashes with his chopper.



Activision's *Sword Master* casts you as a big 'n' beefy hero on his way to kick the seven shades of slink out of an army of swords 'n' sorcery monsters. From what we've seen, the action is looking pretty darn tasty - we'll let you know more about it when we get the game in for review in late Autumn.



LEADERSHIP ADNESS



Atari's cult two-player arcade game is soon to hit the Nintendo courtesy of MB Games. It's a superb conversion (no surprise once you find out that the brilliant Rare team are behind it), and packs all the features of the coin-op original, with six levels of marble rolling mayhem squeezed into the cartridge. The gameplay is superb, and it's become a firm office favourite. Want to know more about it? Well, wait until December and you'll be able to read the review.



▲ The end of level one.



▲ The sloping surfaces cause a lot of trouble.



▲ Watch out for the green spheres!

WIB'S GOSSIP

GIGADRIVE IS MEGA CD

The Gigadrive, the 32-bit Sega system I told you about earlier this year is... the Megadrive CD-ROM! Sounds amazing? Well, the Mega-CD (that will be its name) features a dedicated 16-bit processor, extra custom graphics chips and a variety of new "mystery" chips which, when the machine is connected to a normal Megadrive, turns it into an incredible, mega-powerful CD-ROM console which will blow the likes of Commodore's feeble CD-TV completely out of the water.

The 32-bit rumour came from the fact that both the Megadrive's



JAZZA COMES IN TWO DELICIOUS FLAVOURS

When our esteemed editor Jazza recently returned to his home town of Aberystwyth for a long weekend, the weather was so warm that he decided to buy an ice lolly. Imagine his surprise when he went into Aberystwyth's top ice

lolly shop (the Rock Shop) and discovered Jazza ice lollies lurking in the fridge! There are two flavours, raspberry and orange, and Jaz reckons raspberry is tops! Whatever next? Rich chocolates? Dz fish fingers?

and the Mega-CD's 16-bit processors work in tandem to process information at incredible speeds. And while the CD is being accessed, one processor can still function to keep the action going on-screen! The new custom graphics chips apparently have extra hardware playfields and allow sprite scaling. If that's true, the Mega-CD will be able to match the Super Famicom for

performance!

The Mega-CD is released in Japan in October and will cost around £250.00 - it's expected that importers will charge around £350.00 for the machine.

If you're after an Official UK Mega-CD, you'll have to wait until later on next year before they're available in high street shops!



NEXT MONTH



IT'S NAUGHTIER THAN RICH IN A
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IT'S RACIER THAN JAZZA IN HIS
BRAND NEW METALLIC BLACK 1.9
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IT'S GOT MORE IN IT THAN OZ'S
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AND

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THAN A NUDE PICTURE OF GARY
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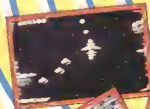
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